Subject: Re: Shader Plugin / Shader Help
Posted by saberhawk on Tue, 09 Jun 2009 22:50:37 GMT

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Omar007 wrote on Tue, 09 June 2009 17:42I know i have to do that but isnt the d3d9_30.dll already right?
It was added when installing the March 2009 SDK

So what do you thinnk would it be for March 2009 if this isnt the one?

PS. The only difference between his screenshot and mine if i where to post one is i don't have user32.lib in the Additional Dependencies. Although this is surely not the problem xD

March 2009 definately is not d3dx9_30.dll. I just don't feel like looking it up; the only confirmed DirectX SDK to build shaders.dll is the August 2006 one. Install that.