
Subject: Re: Shader Plugin / Shader Help
Posted by [Omar007](#) on Wed, 10 Jun 2009 10:04:10 GMT
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Saberhawk wrote on Wed, 10 June 2009 00:50Omar007 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 think 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.
Ah you where indeed right. It was the file from the August 2006 SDK :S
I only cant find the more recent one. ATM im guessing on d3dx9_41.dll

EDIT: nope its not working but supposed to be this one i believe :S

EDIT2: I found this in shaders.cpp:

```
#if D3DX_SDK_VERSION != 30
#error The Renegade shaders.dll requires the DirectX August 2006 SDK installed in order to
produce a proper executable. If you wish to use a different version of the SDK, modify the delay
load dll in linker settings to point to the newer d3dx.dll
#endif
```

AFAIK this means even if i do change the Delay Load to the newest (confirmed that is d3dx9_41.dll) it will still give this error. Seems it doesnt check if it is newer/older yes or no but only if it is August 2006 version.

EDIT3: When i change `#if D3DX_SDK_VERSION != 30` to `#if D3DX_SDK_VERSION <= 30` it does seem to compile as it should. This way you should be able to use all version after August 2006.
