
Subject: Re: Shader Plugin / Shader Help
Posted by [Omar007](#) on Wed, 10 Jun 2009 14:50:39 GMT
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halo2pac wrote on Wed, 10 June 2009 15:46Omar007 wrote on Wed, 10 June 2009 05:04
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.

Um is that a good idea?

and if so .. why not just remove the line instead of adding "`<=`"?

Actually it comes down to the same point as having to change the `_MSC_VER_ == 1400` to
`_MSC_VER_ <= 1400` in `engine_common.cpp` (or something) to compile scripts on VC2008.

And i think you could delete the line BUT only if you also delete the 2 following lines otherwise it
would ALWAYS give the error you have to change the Delay Load DLL.

I just changed it to `#if D3DX_SDK_VERSION <= 30` so i cant use any older SDK than August
2006. If you would use older it would maybe not work because it is to old. This way i eliminate the
possibility of using older SDK's than August 2006.
