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Subject: Re: Shader Plugin / Shader Help

Posted by [saberhawk](#) on Wed, 10 Jun 2009 22:05:52 GMT

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Omar007 wrote on Wed, 10 June 2009 13:58Saberhawk wrote on Wed, 10 June 2009

19:36Omar007 wrote on Wed, 10 June 2009 10:50halo2pac 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.

The \*reason\* for that #if being exactly the way it was is so that the warning always triggers if you don't have the SDK matching that version number installed. If the DLL file says 41, the D3DX\_SDK\_VERSION is 41 and the line should be changed to read #if D3DX\_SDK\_VERSION != 41

True but i changed it to <= 30 so even if i get on a PC with a version between 30 and 41 i still can compile it

But it won't work because the Delay Load settings would be wrong. It was setup to always trigger if the SDK version was different because you can only build versions of shaders.dll that match the version of the SDK installed.

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