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Subject: Re: Renegade & Windows 7 RTM  
Posted by [saberhawk](#) on Mon, 14 Sep 2009 01:31:45 GMT  
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andr3w282 wrote on Fri, 11 September 2009 19:49 So I ended up installing and resetting myself up on my desktop with windows 7. Enjoyed it so much I installed it on my laptop as well

Interesting thing to note, upon initially trying out Renegade ( exact files I had running on my vista previously ) I kept getting the initial popup from shaders.dll saying it's not compatible with directx.

The source code in shaders.dll was the call to `BOOL TryLoadD3DX();`

So naturally I figure alright well in that case I'll just comment out that function call anyways. So I installed visual studio, downloaded the directx SDK.. then tried renegade again. No problems. I didn't even need to recompile my DLL with the code commented out.

So Saberhawk I THINK

```
BOOL test = D3DXCheckVersion(D3D_SDK_VERSION, D3DX_SDK_VERSION);
```

Returns false on windows 7 due to dx10 if the directx SDK is not installed. You would know more about this then I though, but something to keep in mind for TT

Or i just ran into some weird ass bug

It's saying you don't have the version of D3DX matching the SDK version that shaders.dll was compiled with installed. It's not a bug. If you built shaders.dll with the same SDK version as the "shipping" builds of 3.4.4 and had previously used the scripts 3.4.4 installer, that message would never occur.

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