
Subject: Re: Windows 7 DirectX SDK

Posted by [Omar007](#) on Tue, 12 Jan 2010 11:07:14 GMT

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You indeed have to update the linker to the new library (if it didnt by itself which it did for me)

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Also you'll have to modify a the import line 'd3d8_caps.h' in engine_d3d.h to 'd3d9_caps.h'

It will look like this after that;

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I believe that was all but if you encounter another problem just post it here and ill take a look at it again ^^

EDIT: Oh i forgot to tell this;

In shaders.cpp change the line

```
#if D3DX_SDK_VERSION != 30
```

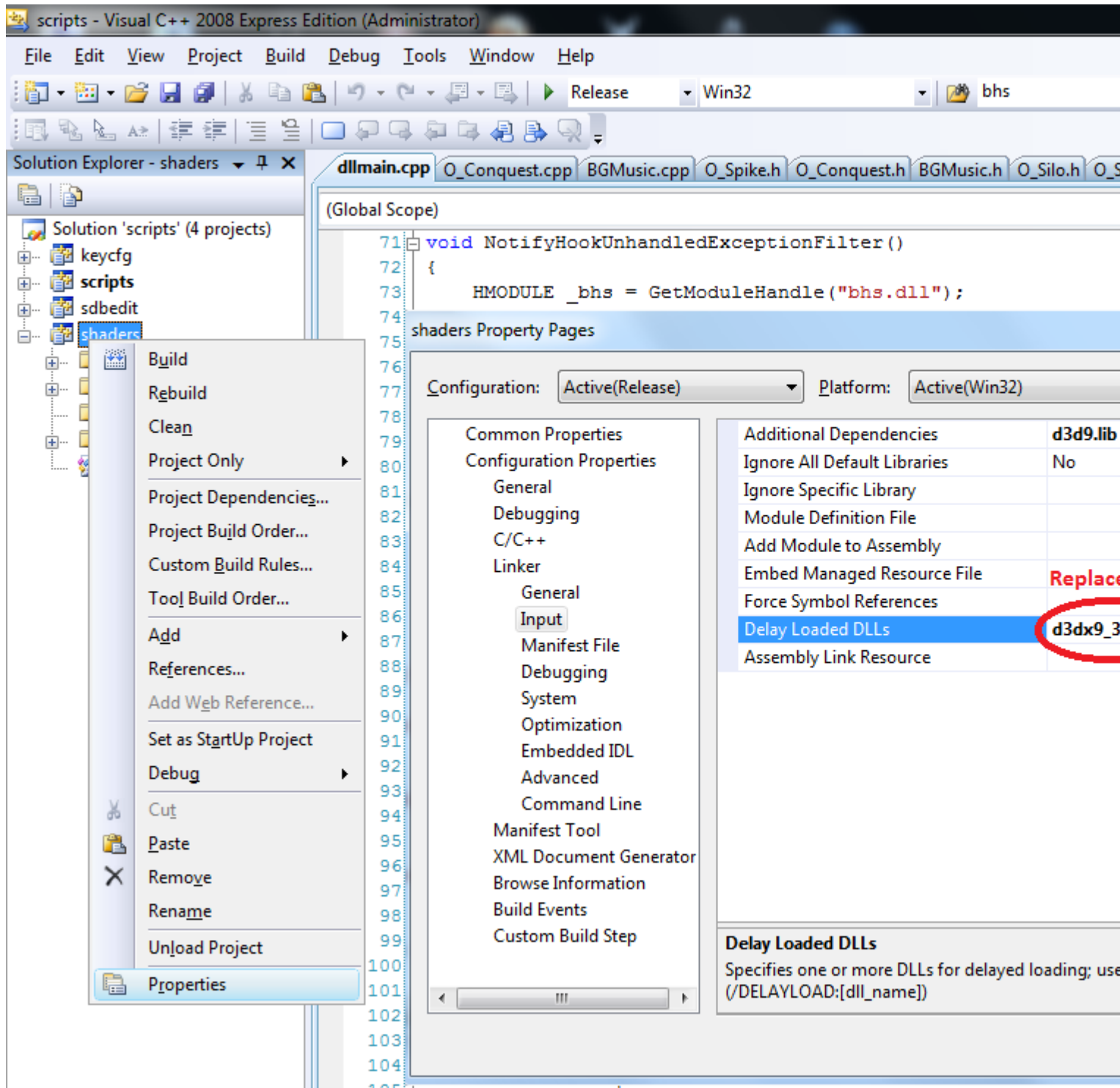
to

```
#if D3DX_SDK_VERSION != 41
```

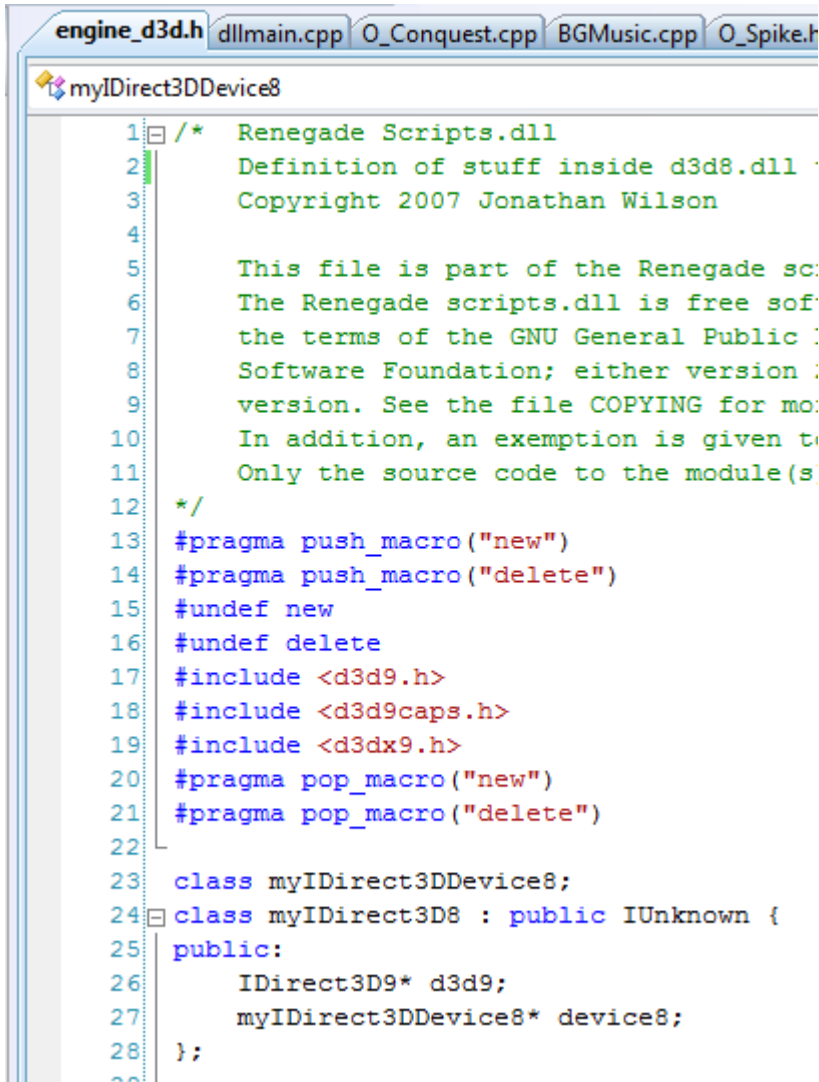
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File Attachments

1) [DelayLoad.png](#), downloaded 953 times

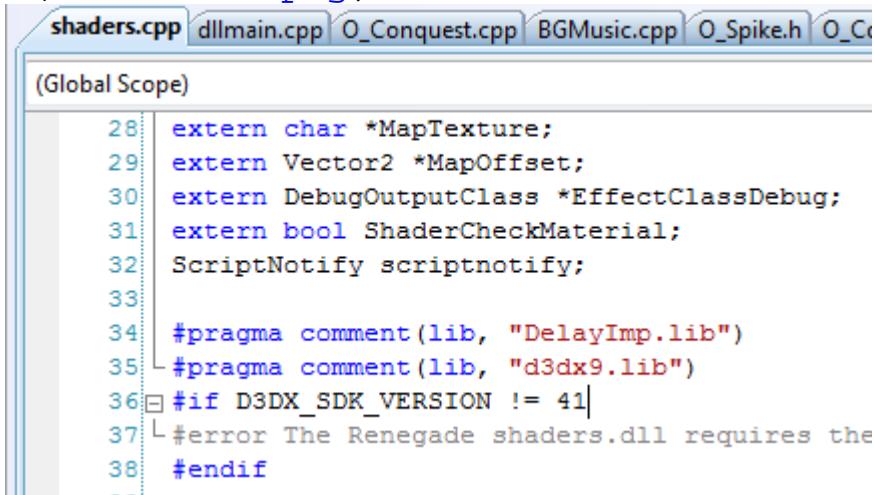


2) [d3d_caps.png](#), downloaded 942 times



```
engine_d3d.h  dllmain.cpp  O_Conquest.cpp  BGMusic.cpp  O_Spike.h
myIDirect3DDevice8
1  /*  Renegade Scripts.dll
2     Definition of stuff inside d3d8.dll
3     Copyright 2007 Jonathan Wilson
4
5     This file is part of the Renegade sc
6     The Renegade scripts.dll is free sof
7     the terms of the GNU General Public
8     Software Foundation; either version
9     version. See the file COPYING for mo
10    In addition, an exemption is given t
11    Only the source code to the module(s
12
13    */
14    #pragma push_macro("new")
15    #pragma push_macro("delete")
16    #undef new
17    #undef delete
18    #include <d3d9.h>
19    #include <d3d9caps.h>
20    #include <d3dx9.h>
21    #pragma pop_macro("new")
22    #pragma pop_macro("delete")
23
24    class myIDirect3DDevice8;
25    class myIDirect3D8 : public IUnknown {
26    public:
27        IDirect3D9* d3d9;
28        myIDirect3DDevice8* device8;
29    };
30
```

3) [shader41.png](#), downloaded 950 times



```
shaders.cpp  dllmain.cpp  O_Conquest.cpp  BGMusic.cpp  O_Spike.h  O_C
(Global Scope)
28  extern char *MapTexture;
29  extern Vector2 *MapOffset;
30  extern DebugOutputClass *EffectClassDebug;
31  extern bool ShaderCheckMaterial;
32  ScriptNotify scriptnotify;
33
34  #pragma comment(lib, "DelayImp.lib")
35  #pragma comment(lib, "d3dx9.lib")
36  #if D3DX_SDK_VERSION != 41
37  #error The Renegade shaders.dll requires the
38  #endif
39
```