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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

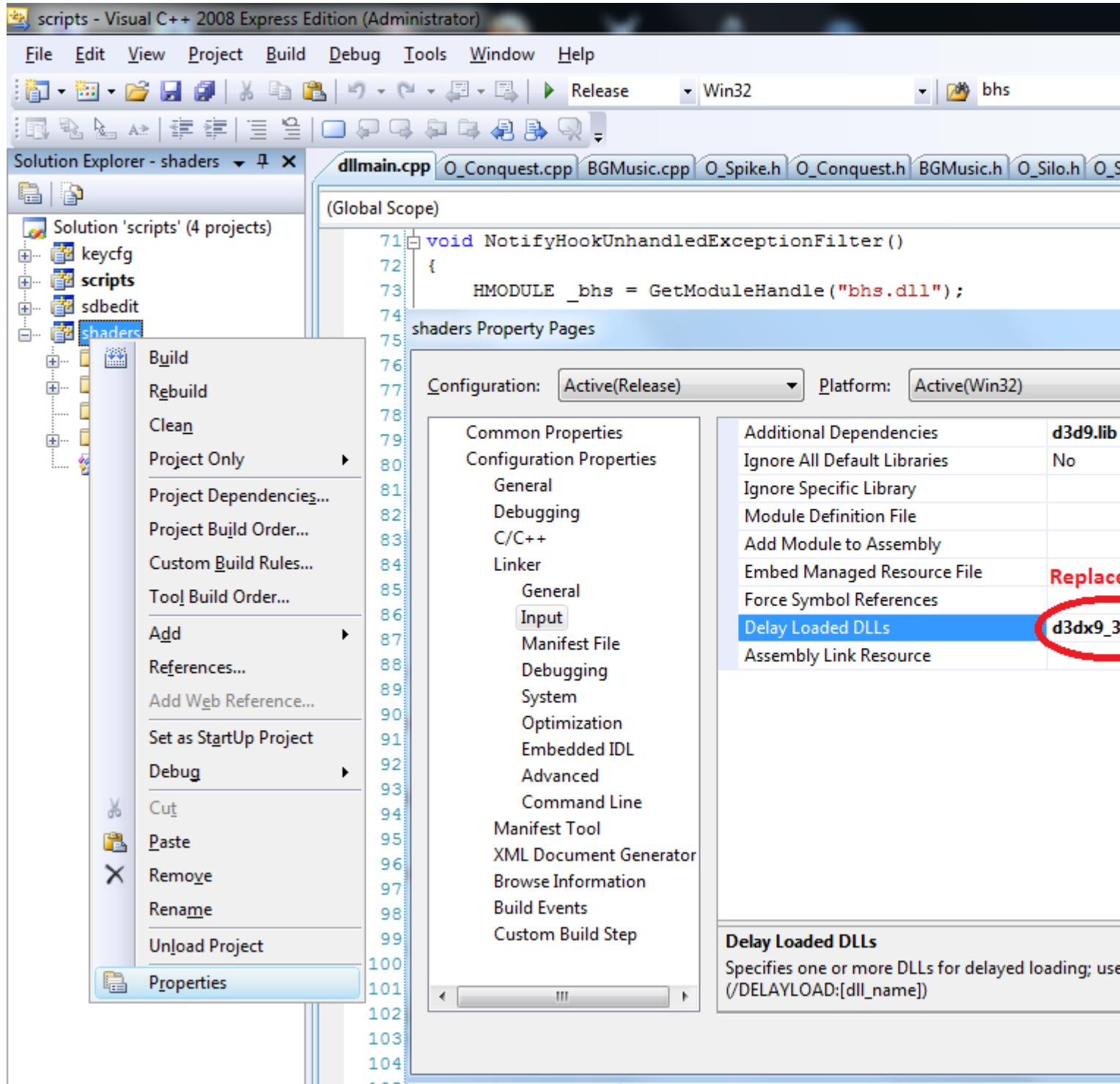
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#### [File Attachments](#)

1) [DelayLoad.png](#), downloaded 1089 times

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2) [d3d\\_caps.png](#), downloaded 1073 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 to
11 Only the source code to the module(s)
12 */
13 #pragma push_macro("new")
14 #pragma push_macro("delete")
15 #undef new
16 #undef delete
17 #include <d3d9.h>
18 #include <d3d9caps.h>
19 #include <d3dx9.h>
20 #pragma pop_macro("new")
21 #pragma pop_macro("delete")
22
23 class myIDirect3DDevice8;
24 class myIDirect3D8 : public IUnknown {
25 public:
26     IDirect3D9* d3d9;
27     myIDirect3DDevice8* device8;
28 };
```

3) shader41.png, downloaded 1111 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
```