
Subject: Re: Windows 7 DirectX SDK

Posted by [Gen_Blacky](#) on Tue, 12 Jan 2010 16:49:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

I got two new errors when i changed 'd3d8_caps.h' in engine_d3d.h to 'd3d9_caps.h'

My linker looks exactly like yours and it still says it needs dx 2006.

engine_3dre.h(267) : error C2146: syntax error : missing ';' before identifier 'Caps'

engine_3dre.h(267) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

shaders.cpp(37) : fatal error C1189: #error : The Renegade shaders.dll requires the DirectX August 2006 SDK installed in order to produce a proper executable. If you wish to use a different version of the SDK, modify the delay load dll in linker settings to point to the newer d3dx.dll

I think it might because i did i system restore after installing 2006 and the files are still there so the lib and include files are still being added.
