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Subject: Re: Shaders.dll Compiling Errors  
Posted by [Omar007](#) on Fri, 01 Jul 2011 13:27:26 GMT  
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I do not see why it won't work for you

Quoting from the same topic

Saberhawk wrote on Tue, 12 January 2010 12:51 That only would explain one error (the one with the fancy text). The other two are caused because you changed `#include "d3d8_caps.h"` to `#include "d3d9_caps.h"`. Newer versions of the DirectX SDK don't really include D3D8 header files anymore, so you'll need to find that header (and all dependencies) on the intertubes and toss it in your shaders folder.

You might want to try and figure this out, though I did not have to do anything else for it to work then what you quoted from me.

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