Subject: Re: Shaders.dll Compiling Errors
Posted by Intradox on Fri, 01 Jul 2011 16:52:05 GMT

sla.ro(master) wrote on Fri, 01 July 2011 01:58you need newest Direct X SDK installed on PC and be sure that VS uses it.

If I did this would it solve that problem?

Omar007 wrote on Fri, 01 July 2011 06:27I do not see why it won't work for you

Quoting from the same topic
Saberhawk wrote on Tue, 12 January 2010 12:51That 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.

I have a question though, is it possible that I'm getting these errors because I have both August 2006 SDK and March 2009 SDK installed? Or that my Visual Studio is using my August 2006 SDK instead of my March 2009 SDK?