
Subject: Windows 7 DirectX SDK

Posted by [Gen_Blacky](#) on Mon, 11 Jan 2010 21:10:20 GMT

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I tried installing DirectX SDK August 2006 but after i install it it corrupts my windows 7 and my screen will be black when i restart my pc. had to do a system restore. Can i use a newer version of directx sdk and still compile scripts.dll.

Subject: Re: Windows 7 DirectX SDK

Posted by [Omar007](#) on Mon, 11 Jan 2010 21:54:53 GMT

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Gen_Blacky wrote on Mon, 11 January 2010 22:10: I tried installing DirectX SDK August 2006 but after i install it it corrupts my windows 7 and my screen will be black when i restart my pc. had to do a system restore. Can i use a newer version of directx sdk and still compile scripts.dll. You dont need DirectX SDK to compile scripts.dll only if you also want to compile shaders.dll

And you can use a newer version. I use March 2009 atm if i recall correctly

Subject: Re: Windows 7 DirectX SDK

Posted by [Lone0001](#) on Mon, 11 Jan 2010 23:31:26 GMT

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I tried a newer version of the DirectX SDK (August 2009) and it's missing 2 files (d3d9caps.h and d3dx9.h if I recall correctly) from the August 2006 version, simply getting the two files from someone who has the August 2006 does not work (for some reason it can't find one of them).

Subject: Re: Windows 7 DirectX SDK

Posted by [Gen_Blacky](#) on Tue, 12 Jan 2010 00:13:15 GMT

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yea i got this error

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

Subject: Re: Windows 7 DirectX SDK

Posted by [Lone0001](#) on Tue, 12 Jan 2010 00:16:18 GMT

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That's new to me I didn't get that error.

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;

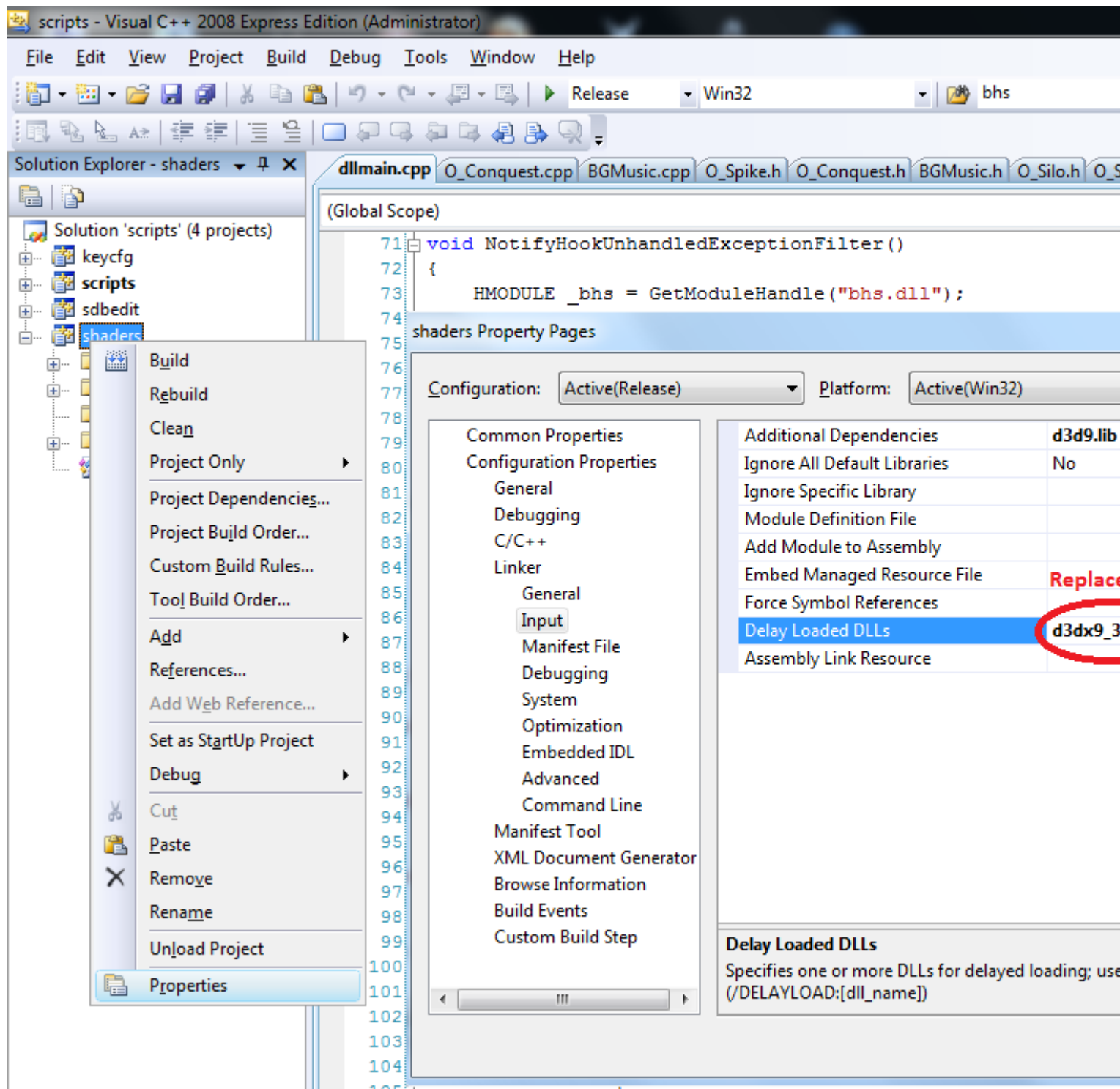
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I believe that was all but if you encounter another problem just post it here and ill take a look at it again ^^

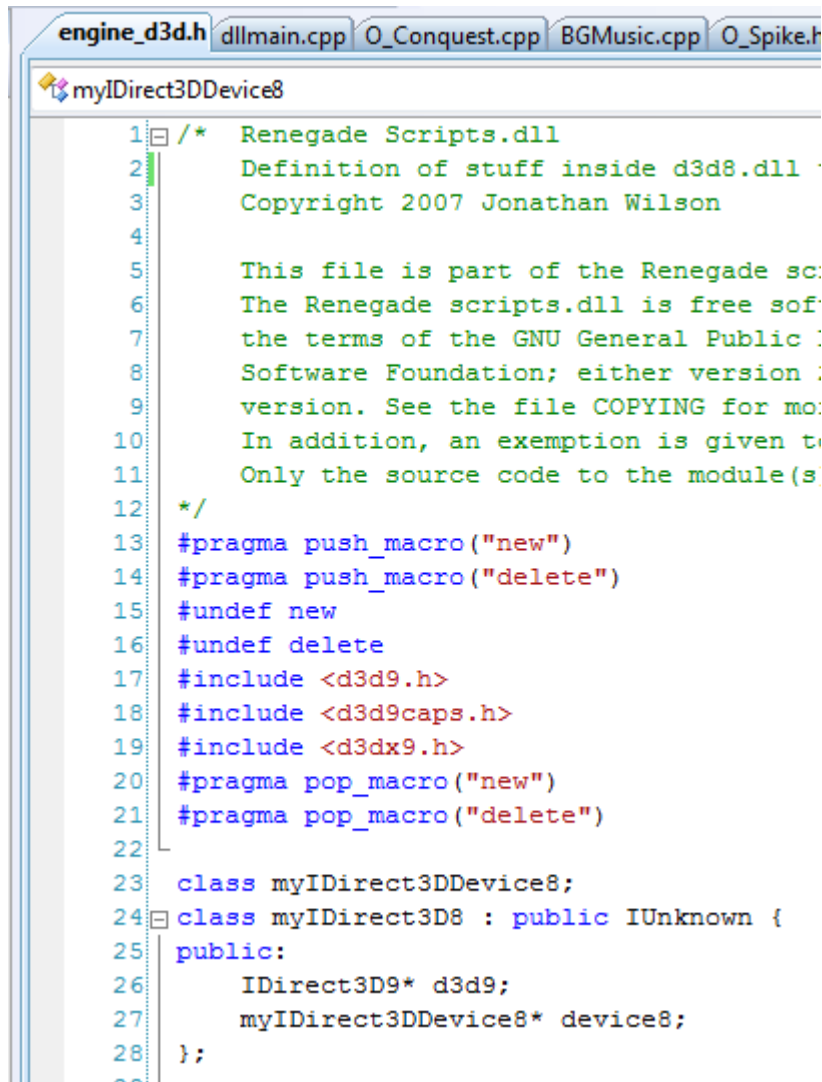
EDIT: Oh i forgot to tell this;
In shaders.cpp change the line
#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
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File Attachments

1) [DelayLoad.png](#), downloaded 963 times



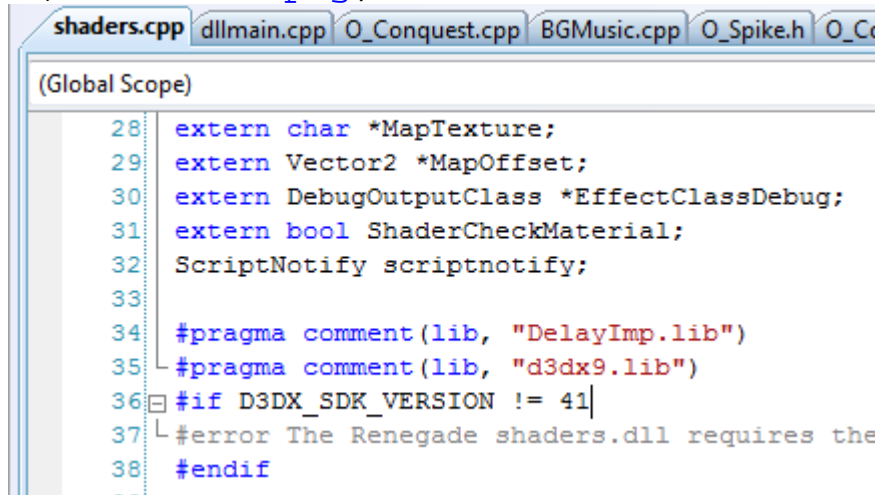
2) [d3d_caps.png](#), downloaded 949 times



The screenshot shows a code editor with several tabs at the top: engine_d3d.h, dllmain.cpp, O_Conquest.cpp, BGMusic.cpp, and O_Spike.h. The active tab is engine_d3d.h, which contains the definition of the myIDirect3DDevice8 class. The code includes a copyright notice for Jonathan Wilson, a license statement for the Renegade scripts.dll, and various preprocessor directives for macros and includes. The class myIDirect3DDevice8 is defined as a public inheritance of IUnknown, with member variables IDirect3D9* d3d9 and myIDirect3DDevice8* device8.

```
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 #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 };
29
```

3) [shader41.png](#), downloaded 959 times



The screenshot shows a code editor with tabs for shaders.cpp, dllmain.cpp, O_Conquest.cpp, BGMusic.cpp, O_Spike.h, and O_C. The active tab is shaders.cpp, which shows the global scope of the shader code. It includes extern declarations for MapTexture, MapOffset, EffectClassDebug, ShaderCheckMaterial, and ScriptNotify, followed by pragma comments for library delays and a version check for the DirectX SDK.

```
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
```

Subject: Re: Windows 7 DirectX SDK

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

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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 be because i did a system restore after installing 2006 and the files are still there so the lib and include files are still being added.

Subject: Re: Windows 7 DirectX SDK

Posted by [Omar007](#) on Tue, 12 Jan 2010 18:08:40 GMT

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You either didn't change the line in shaders.cpp

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

to

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

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Or because of your system restore you lost the newer version or w/e

Subject: Re: Windows 7 DirectX SDK

Posted by [saberhawk](#) on Tue, 12 Jan 2010 18:51:57 GMT

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Omar007 wrote on Tue, 12 January 2010 13:08 You either didn't change the line in shaders.cpp

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

to

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

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Or because of your system restore you lost the newer version or w/e

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.

Subject: Re: Windows 7 DirectX SDK

Posted by [Omar007](#) on Tue, 12 Jan 2010 19:09:04 GMT

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Saberhawk wrote on Tue, 12 January 2010 19:51Omar007 wrote on Tue, 12 January 2010

13:08You either didnt change the line in shaders.cpp

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```
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Well i dont really know which files it where. I only got this far with my memory + looking through source.

And if you say there are more places then its certainly true but i dont know them right now

Subject: Re: Windows 7 DirectX SDK

Posted by [Gen_Blacky](#) on Wed, 13 Jan 2010 01:05:12 GMT

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Saberhawk wrote on Tue, 12 January 2010 12:51Omar007 wrote on Tue, 12 January 2010

13:08You either didnt change the line in shaders.cpp

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Or because of you system restore you lost the newer version or w/e

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.

That solved my problem tahnk you. Also thanks Omar007 for your help you didn't have to give me screen shots .
