
Subject: Shader Plugin errors

Posted by [Omar007](#) on Sat, 20 Nov 2010 11:02:26 GMT

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I'm currently trying to get access to The_Game(), Get_Player_Name(GameObject *obj) and **TheStar through a shader plugin.

Problem being: I'm getting unresolved external errors.

```
1>dllmain.obj : error LNK2001: unresolved external symbol "class ReferenceableClass<class ScriptableGameObj> * * TheStar"
```

```
(?TheStar@ @3PAPAV?$ReferenceableClass@VScriptableGameObj@ @ @ @A)
```

```
1>dllmain.obj : error LNK2001: unresolved external symbol "char const * __cdecl
```

```
Get_Player_Name(unsigned char *)" (?Get_Player_Name@@YAPBDPAE@Z)
```

```
1>dllmain.obj : error LNK2001: unresolved external symbol "class cGameData * __cdecl The_Game(void)" (?The_Game@@YAPAVcGameData@@@XZ)
```

Does anyone know how I can get these to work inside the plugin??

Subject: Re: Shader Plugin errors

Posted by [Jerad2142](#) on Mon, 22 Nov 2010 22:06:21 GMT

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Plugins are no longer available in 4.0, so unless you wanna build something then scrap it in 4.0 you might as well just build it in the shaders file itself.

(Also, I don't think shaders.dll includes engine_game.h, if that is the case you'll need to include it in order to get access to it).

Subject: Re: Shader Plugin errors

Posted by [Omar007](#) on Mon, 22 Nov 2010 22:29:48 GMT

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Shaders.dll does include the engine_* files.

Though the whole point of making a plugin is making it work without the need of a custom shaders.dll...

Does TT/4.0 offer an alternative to shader plugins?

Subject: Re: Shader Plugin errors

Posted by [jonwil](#) on Tue, 23 Nov 2010 04:57:14 GMT

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No, there is no alternative to shader plugins in 4.0
Custom shaders.dll files aren't likely to be supported either due to anti-cheat reasons (being that it's possible to modify shaders.dll for anti-cheat)

Subject: Re: Shader Plugin errors
Posted by [reborn](#) on Tue, 23 Nov 2010 08:15:53 GMT
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But his actual problem right now, does anyone have any help for him?

Subject: Re: Shader Plugin errors
Posted by [danpaul88](#) on Tue, 23 Nov 2010 09:10:39 GMT
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The errors are telling you that those functions are not exported by any of the libraries you are linking against. If they are not exported by scripts.dll then you will not be able to use them in your plugin.

Subject: Re: Shader Plugin errors
Posted by [Omar007](#) on Tue, 23 Nov 2010 21:51:25 GMT
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Well that sucks D:
I guess I'll have to make it a custom shaders.dll then instead. Bye plug-in and play ;P
(yea bad joke >.<)

Subject: Re: Shader Plugin errors
Posted by [reborn](#) on Tue, 23 Nov 2010 21:52:18 GMT
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Omar007 wrote on Tue, 23 November 2010 16:51
(yea bad joke >.<)

I lol'd.

Subject: Re: Shader Plugin errors
Posted by [Jerad2142](#) on Tue, 23 Nov 2010 22:33:19 GMT

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jonwil wrote on Mon, 22 November 2010 21:57No, there is no alternative to shader plugins in 4.0 Custom shaders.dll files arent likely to be supported either due to anti-cheat reasons (being that its possible to modify shaders.dll for anti-cheat)

Saberhawk told me support for the plug-ins was dropped in 4.0 due to them having a high performance cost.

Subject: Re: Shader Plugin errors
Posted by [jonwil](#) on Wed, 24 Nov 2010 05:32:51 GMT

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Shader plugin support was dropped because it was a performance hog.
But the reason custom shaders.dlls wont be supported is because of the anti-cheat.

Subject: Re: Shader Plugin errors
Posted by [jonwil](#) on Wed, 24 Nov 2010 05:35:25 GMT

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Shader plugin support was dropped because it was a performance hog.
But the reason custom shaders.dlls wont be supported is because of the anti-cheat.

Subject: Re: Shader Plugin errors
Posted by [Tunaman](#) on Wed, 24 Nov 2010 06:29:36 GMT

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I thought that there would be the ability to send shaders.dll files to the TT team so that they could approve the hashes of ones that were considered to be okay.

Subject: Re: Shader Plugin errors
Posted by [jonwil](#) on Wed, 24 Nov 2010 14:13:54 GMT

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Yes I imagine that if we find a shaders.dll that is verified clean and safe (not just by examining the binary but by examining the source and possibly even compiling it ourselves) we may well approve it.

Subject: Re: Shader Plugin errors
Posted by [Omar007](#) on Wed, 24 Nov 2010 18:11:26 GMT
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Ok well that at least gives me the possibility to make it available when 4.0 hits the web
