Subject: Shaders.dll Compiling Errors
Posted by Intradox on Fri, 01 Jul 2011 06:34:18 GMT
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Hello, I'm using Windows Visual Studio 2008, and have the March 2009 SDK installed as well.
Now when I try to compile the shaders.dll I get this error:

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

Thats what happened after I set it up like in this thread, from this quote:

Omar007 wrote on Tue, 12 January 2010 04:07You indeed have to update the linker to the new
library (if it didnt by itself which it did for me   )

Toggle Spoiler

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;

Toggle Spoiler

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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Subject: Re: Shaders.dll Compiling Errors
Posted by sla.ro(master) on Fri, 01 Jul 2011 08:58:00 GMT
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you need newest Direct X SDK installed on PC and be sure that VS uses it.

Subject: Re: Shaders.dll Compiling Errors
Posted by Omar007 on Fri, 01 Jul 2011 13:27:26 GMT

I 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.

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?

Subject: Re: Shaders.dll Compiling Errors
Posted by Omar007 on Fri, 01 Jul 2011 18:48:18 GMT

The instructions are working for sure on March 2009. (atleast for me)
Ofcource your VS has to use 2009. TBH I never installed August 2006. March 2009 was the only one on my system

Subject: Re: Shaders.dll Compiling Errors
Posted by Intradox on Fri, 01 Jul 2011 19:18:12 GMT
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Omar007 wrote on Fri, 01 July 2011 11:48The instructions are working for sure on March 2009. (atleast for me)
Ofcource your VS has to use 2009. TBH I never installed August 2006. March 2009 was the only one on my system

Well I don't know whats wrong, I set it up exactly like you showed, and its using the March 2009 SDK.

Could you do me a favor (or anybody else that wants to help) and see if you could compile it? I know very little about C++ and all I wanted to do was compile the stealth wire frame effect, rotating weapon list, and the D6 Hud. If you would like to, the link to the source is here

Subject: Re: Shaders.dll Compiling Errors
Posted by Intradox on Sat, 02 Jul 2011 15:10:47 GMT
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Could anybody compile this source?

Subject: Re: Shaders.dll Compiling Errors
Posted by Omar007 on Sun, 03 Jul 2011 00:24:38 GMT
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I'd love to, but atm my system is not set up for Renegade coding.
Since I upgraded to 64-bit, I haven't taken the time to install it all xD

Also, as my focus has been on coding on a different front, IDK when I'll be installing the software for Renegade coding again.

I hope someone else is able to compile it for you.

Subject: Re: Shaders.dll Compiling Errors
Posted by Intradox on Sun, 03 Jul 2011 00:31:50 GMT
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Oh that's alright, I understand, it can be a pain installing and setting up crap

Well hopefully I can find another person to compile it for me (or someone volunteers to)