

---

Subject: Re: Shader Plugin / Shader Help  
Posted by [saberhawk](#) on Thu, 11 Jun 2009 10:03:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Omar007 wrote on Thu, 11 June 2009 04:20

I did use that first but as i typed earlier it works also in the way i use it now so it doesnt really matter because it works now too.

\*Jumped into my mind:

And wouldnt that it the same for case for the change of `_MSC_VER_ == 1400` to `_MSC_VER_ <= 1400` which has to be changed to use a newer VC++ version than 2005.

What i did is actually the same but than for using a newer SDK instead of using a newer Compiler.

EDIT: What version does TT use for scripts 4.0?

It's not the same case as for the change of the `_MSC_VER_` because the DXSDK error was put in there to remind people to look at the project settings and match the SDK version up, whereas the `_MSC_VER_` code was put in there to fix issues with the way `scripts.dll` did things when Visual Studio 2005 SP1 \*or newer\* was used to compile it.

scripts 4.0 is currently using the November 2007 DirectX SDK

---