
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
```

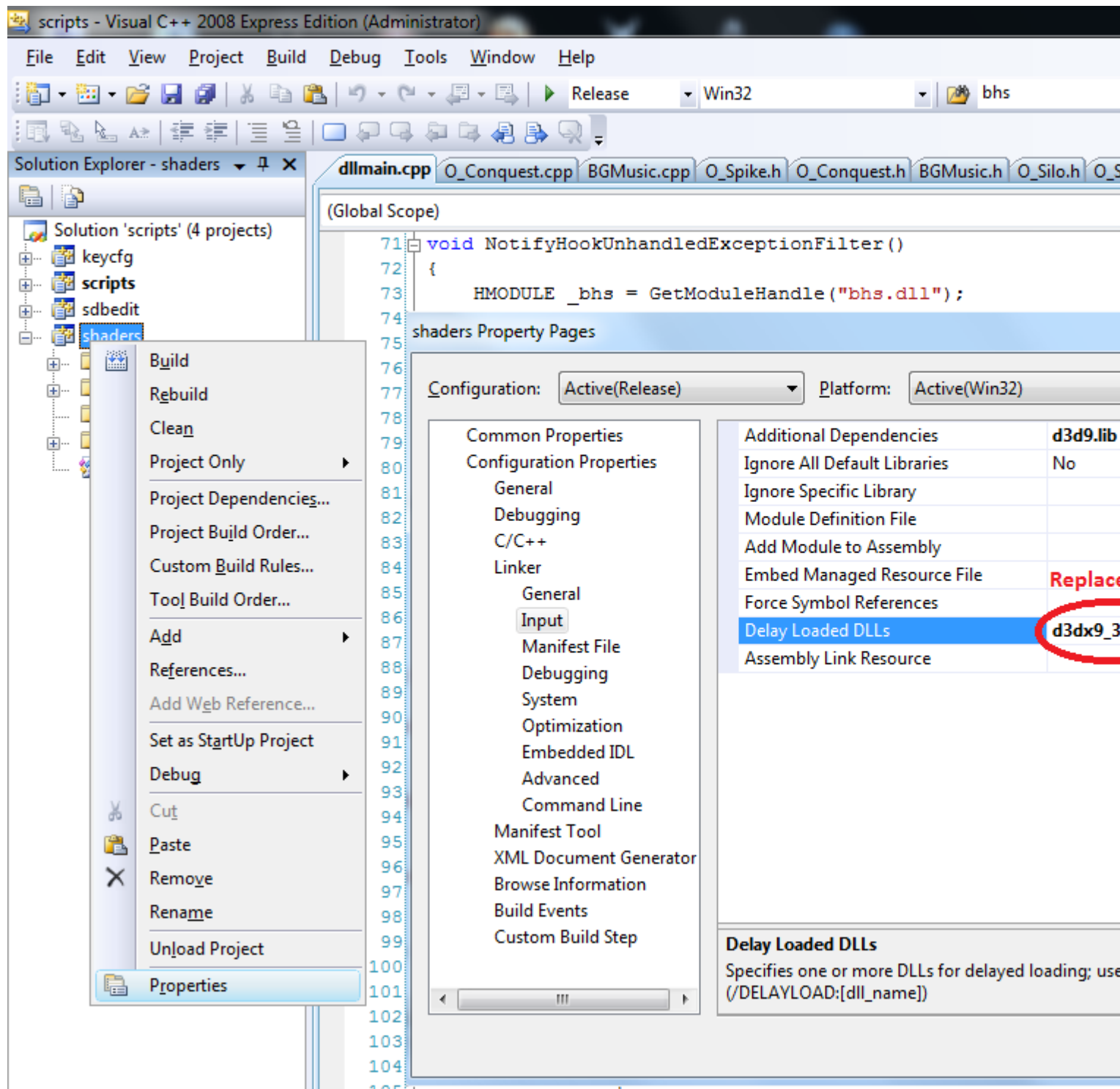
to

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

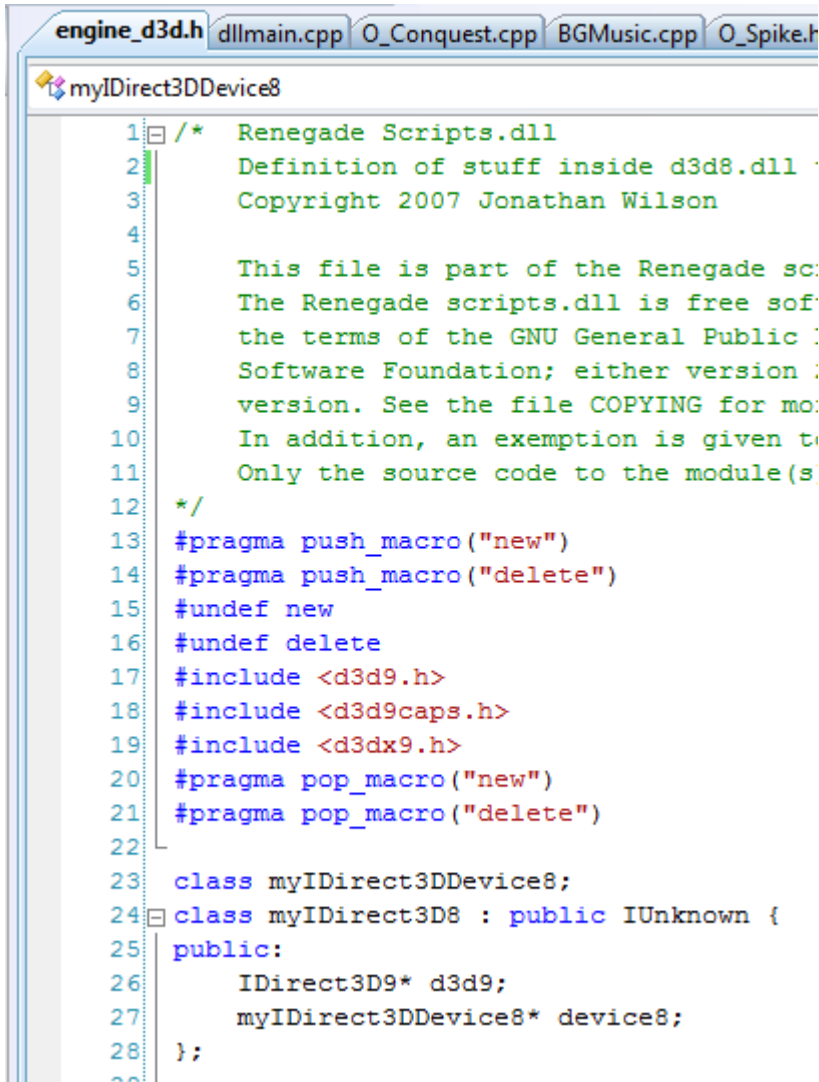
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File Attachments

1) [DelayLoad.png](#), downloaded 1104 times



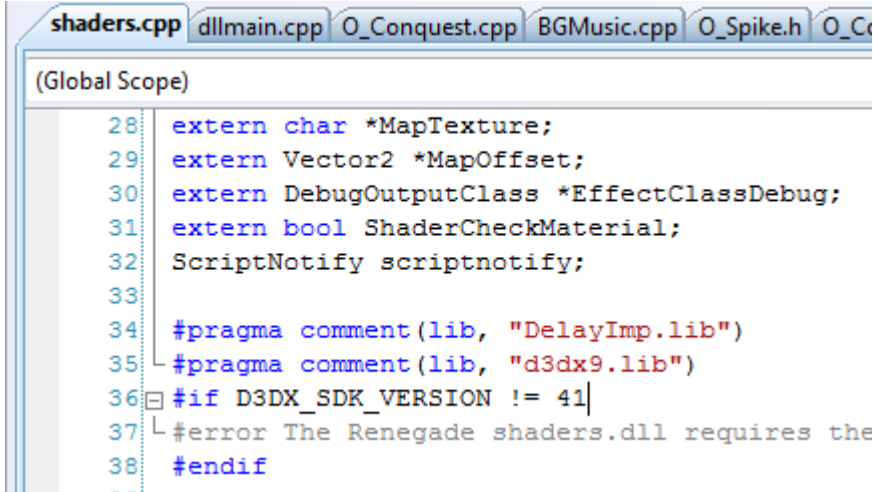
2) [d3d_caps.png](#), downloaded 1091 times



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 is as follows:

```
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 scripts.dll.
6  The Renegade scripts.dll is free software; you can
7  redistribute it and/or modify it under the terms
8  of the GNU General Public License as published by
9  the Free Software Foundation; either version 2
10 of the License, or (at your option) any later
11 version. See the file COPYING for more details.
12 In addition, an exemption is given to the
13 public domain. Only the source code to the module(s)
14 is included.
15
16 */
17 #pragma push_macro("new")
18 #pragma push_macro("delete")
19 #undef new
20 #undef delete
21 #include <d3d9.h>
22 #include <d3d9caps.h>
23 #include <d3dx9.h>
24 #pragma pop_macro("new")
25 #pragma pop_macro("delete")
26
27 class myIDirect3DDevice8;
28 class myIDirect3D8 : public IUnknown {
29 public:
30     IDirect3D9* d3d9;
31     myIDirect3DDevice8* device8;
32 };
33
```

3) [shader41.png](#), downloaded 1129 times



The screenshot shows a code editor with several tabs at the top: shaders.cpp, dllmain.cpp, O_Conquest.cpp, BGMusic.cpp, O_Spike.h, and O_Conquest.h. The active tab is shaders.cpp, which contains global scope variables and shader version checks. The code is as follows:

```
(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
```