
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
```

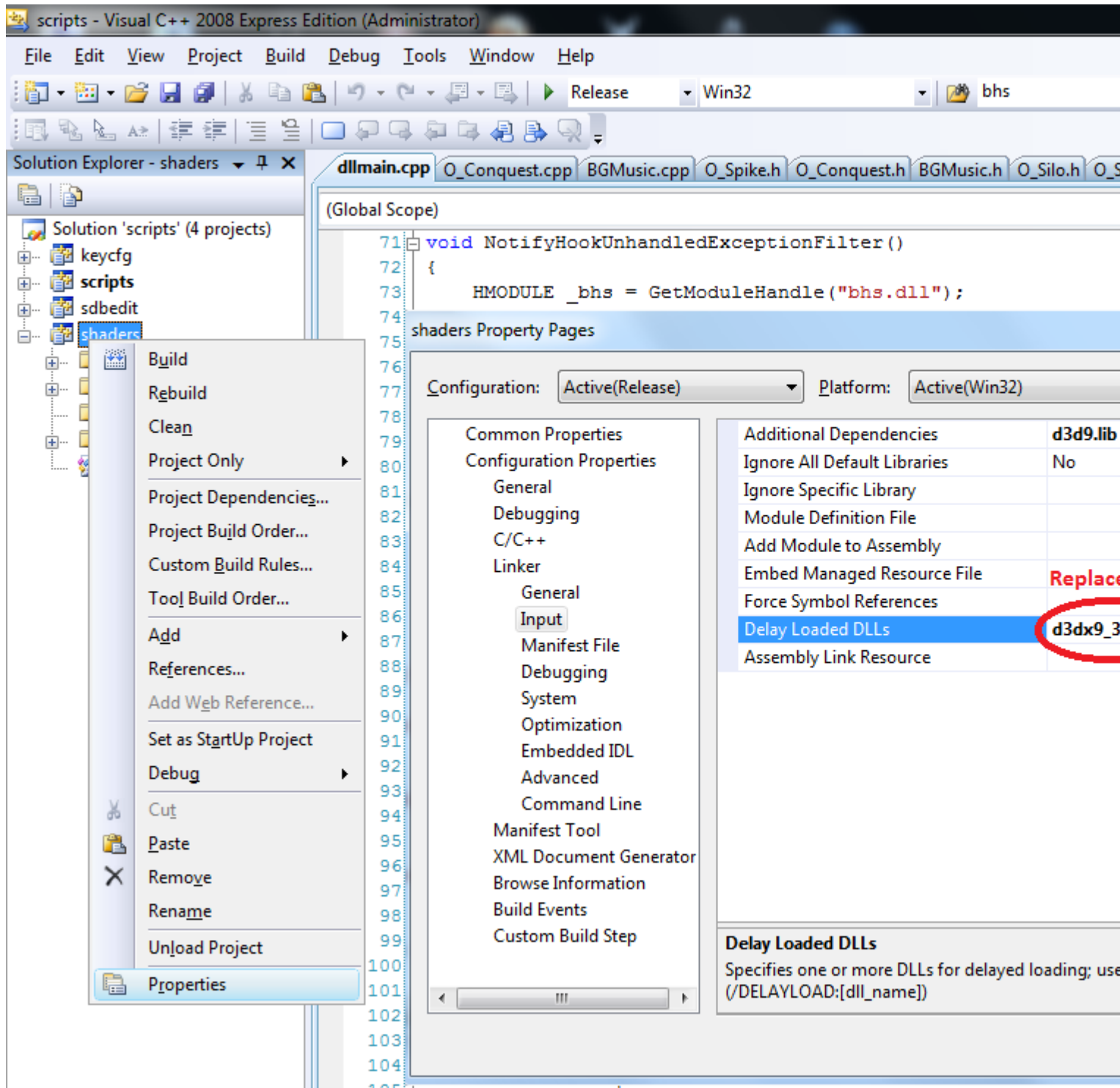
to

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

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File Attachments

1) [DelayLoad.png](#), downloaded 974 times



2) [d3d_caps.png](#), downloaded 959 times

```
engine_d3d.h  dllmain.cpp  O_Conquest.cpp  BGMusic.cpp  O_Spike.h
myIDirect3DDevice8

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

3) [shader41.png](#), downloaded 971 times

```
shaders.cpp  dllmain.cpp  O_Conquest.cpp  BGMusic.cpp  O_Spike.h  O_Conquest.h
(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
```