
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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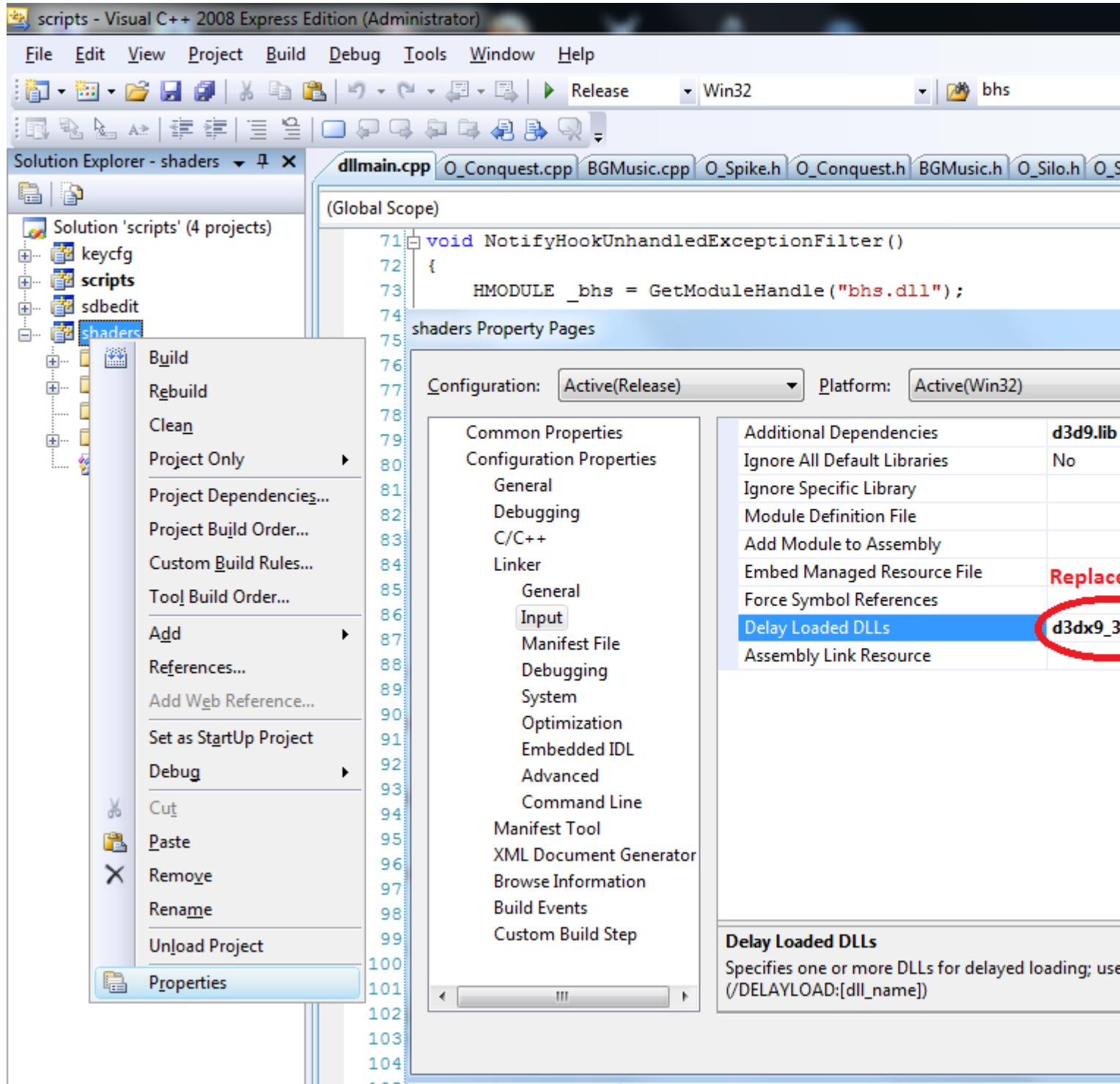
I believe that was all but if you encounter another problem just post it here and ill take a look at it again ^^

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

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 sc:
6   The Renegade scripts.dll is free sof:
7   the terms of the GNU General Public :
8   Software Foundation; either version :
9   version. See the file COPYING for mo:
10  In addition, an exemption is given to
11      Only the source code to the module(s)
12 */
13 #pragma push_macro("new")
14 #pragma push_macro("delete")
15 #undef new
16 #undef delete
17 #include <d3d9.h>
18 #include <d3d9caps.h>
19 #include <d3dx9.h>
20 #pragma pop_macro("new")
21 #pragma pop_macro("delete")
22
23 class myIDirect3DDevice8;
24 class myIDirect3D8 : public IUnknown {
25 public:
26     IDirect3D9* d3d9;
27     myIDirect3DDevice8* device8;
28 };
```

3) shader41.png, downloaded 1129 times

shaders.cpp dllmain.cpp O_Conquest.cpp BGMusic.cpp O_Spike.h O_C

(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
```