Subject: Windows 7 DirectX SDK
Posted by Gen_Blacky on Mon, 11 Jan 2010 21:10:20 GMT
View Forum Message <> Reply to Message

I tried installing DirectX SDK August 2006 but after i install it it corrupts my windows 7 and my screen will be black when i restart my pc. had to do a system restore. Can i use a newer version of directx sdk and still compile scripts.dll.

Subject: Re: Windows 7 DirectX SDK
Posted by Omar007 on Mon, 11 Jan 2010 21:54:53 GMT
View Forum Message <> Reply to Message

Gen_Blacky wrote on Mon, 11 January 2010 22:10I tried installing DirectX SDK August 2006 but after i install it it corrupts my windows 7 and my screen will be black when i restart my pc. had to do a system restore. Can i use a newer version of directx sdk and still compile scripts.dll.
You dont need DirectX SDK to compile scripts.dll only if you also want to compile shaders.dll

And you can use a newer version. I use March 2009 atm if i recall correctly

---

Subject: Re: Windows 7 DirectX SDK
Posted by Lone0001 on Mon, 11 Jan 2010 23:31:26 GMT
View Forum Message <> Reply to Message

I tried a newer version of the DirectX SDK (August 2009) and it's missing 2 files (d3d9caps.h and d3dx9.h if I recall correctly) from the August 2006 version, simply getting the two files from someone who has the August 2006 does not work (for some reason it can't find one of them).

Subject: Re: Windows 7 DirectX SDK
Posted by Gen_Blacky on Tue, 12 Jan 2010 00:13:15 GMT
View Forum Message <> Reply to Message

yea i got this error

shaders.cpp(37) : fatal error C1189: #error : The Renegade shaders.dll requires the DirectX August 2006 SDK installed in order to produce a proper executable. If you wish to use a different version of the SDK, modify the delay load dll in linker settings to point to the newer d3dx.dll

---

Subject: Re: Windows 7 DirectX SDK
Posted by Lone0001 on Tue, 12 Jan 2010 00:16:18 GMT
View Forum Message <> Reply to Message

That's new to me I didn't get that error.

Subject: Re: Windows 7 DirectX SDK
Posted by Omar007 on Tue, 12 Jan 2010 11:07:14 GMT
View Forum Message <> Reply to Message

You 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'
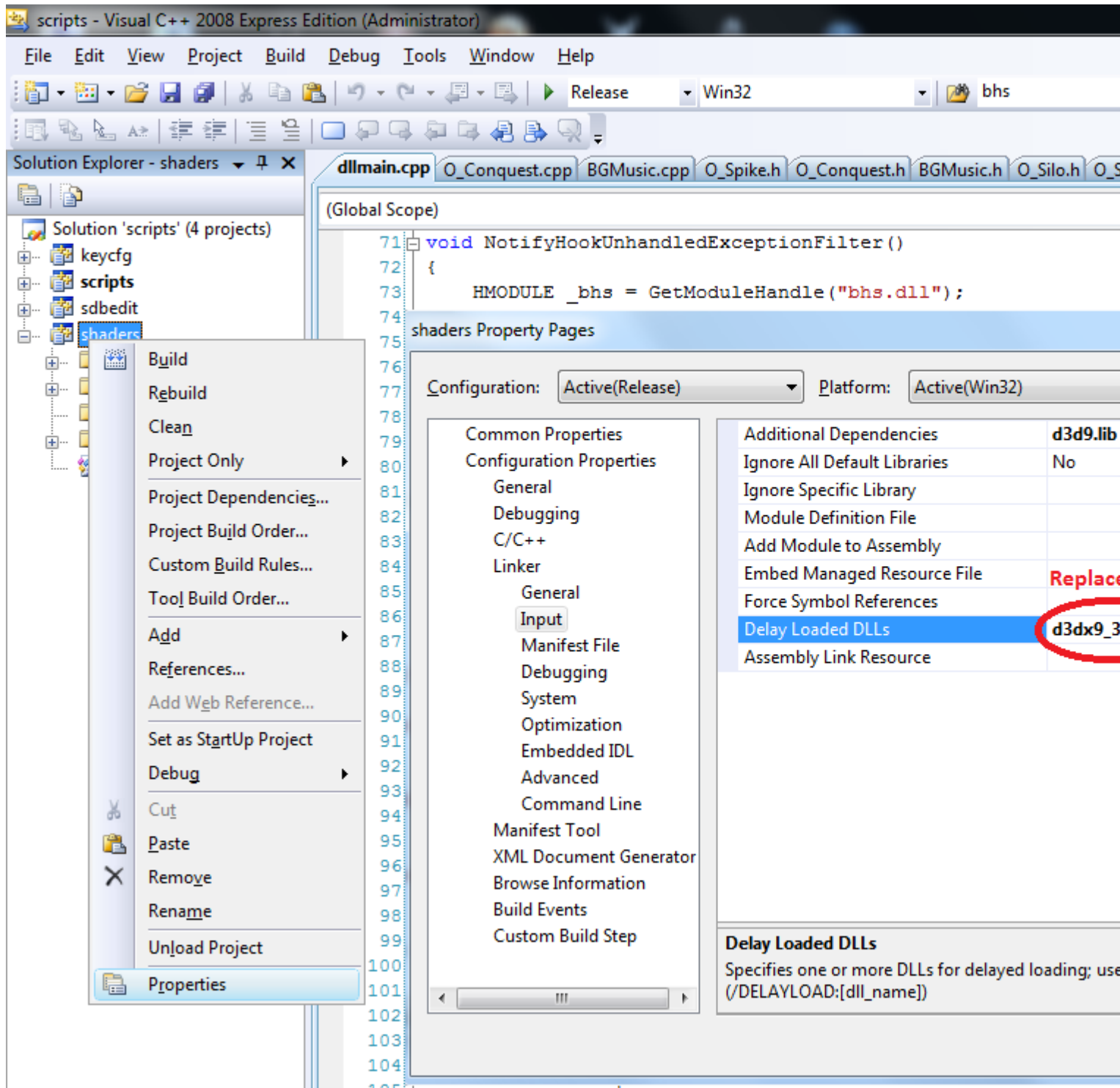It will look like this after that;

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
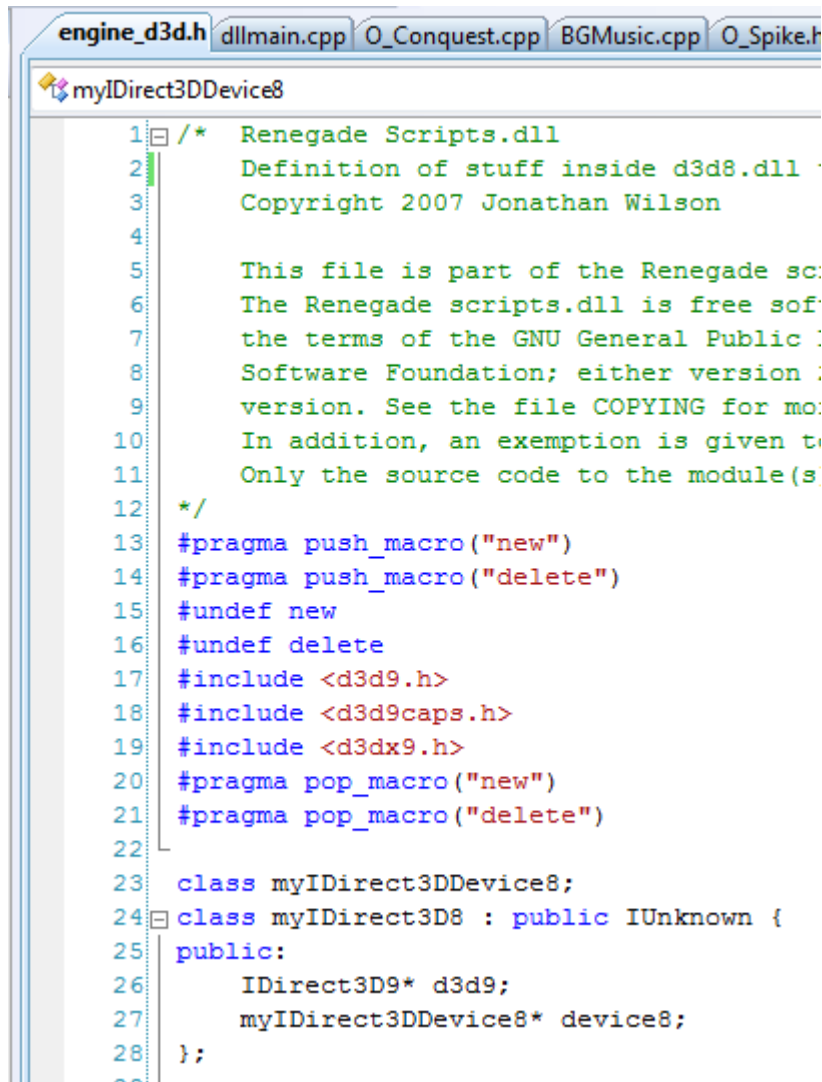#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
Toggle Spoiler

File Attachments
1) DelayLoad.png, downloaded 1101 times

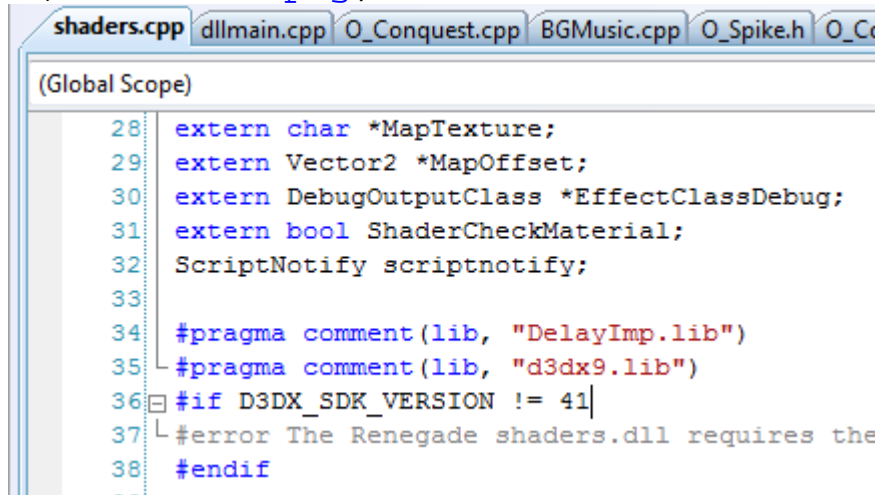2) d3d_caps.png, downloaded 1087 times

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 t
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 1124 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
```

Subject: Re: Windows 7 DirectX SDK

Posted by Gen_Blacky on Tue, 12 Jan 2010 16:49:23 GMT
View Forum Message <> Reply to Message

I got two new errors when i changed 'd3d8_caps.h' in engine_d3d.h to 'd3d9_caps.h'

My linker looks exactly like yours and it still says it needs dx 2006.

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

shaders.cpp(37) : fatal error C1189: #error : The Renegade shaders.dll requires the DirectX August 2006 SDK installed in order to produce a proper executable. If you wish to use a different version of the SDK, modify the delay load dll in linker settings to point to the newer d3dx.dll

I think it might because i did i system restore after installing 2006 and the files are still there so the lib and include files are still being added.

Subject: Re: Windows 7 DirectX SDK
Posted by Omar007 on Tue, 12 Jan 2010 18:08:40 GMT
View Forum Message <> Reply to Message

You either didnt change the line in shaders.cpp
#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
Toggle Spoiler

Or because of you system restore you lost the newer version or w/e

Subject: Re: Windows 7 DirectX SDK
Posted by saberhawk on Tue, 12 Jan 2010 18:51:57 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Tue, 12 January 2010 13:08You either didnt change the line in shaders.cpp
#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
Toggle Spoiler

Or because of you system restore you lost the newer version or w/e

That 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.

Subject: Re: Windows 7 DirectX SDK
Posted by Omar007 on Tue, 12 Jan 2010 19:09:04 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Tue, 12 January 2010 19:51Omar007 wrote on Tue, 12 January 2010 13:08You either didnt change the line in shaders.cpp
#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
Toggle Spoiler

Or because of you system restore you lost the newer version or w/e

That 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.
Well i dont really know which files it where. I only got this far with my memory + looking through source.
And if you say there are more places then its certainly true but i dont know them right now

---

Subject: Re: Windows 7 DirectX SDK
Posted by Gen_Blacky on Wed, 13 Jan 2010 01:05:12 GMT
View Forum Message <> Reply to Message

Saberhawk wrote on Tue, 12 January 2010 12:51Omar007 wrote on Tue, 12 January 2010 13:08You either didnt change the line in shaders.cpp
#if D3DX_SDK_VERSION != 30
to
#if D3DX_SDK_VERSION != 41
Toggle Spoiler

Or because of you system restore you lost the newer version or w/e

That 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.

That solved my problem tahnk you. Also thanks Omar007 for your help you didn't have to give me screen shots .