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Subject: Re: Shader Plugin / Shader Help  
Posted by [halo2pac](#) on Mon, 01 Jun 2009 02:15:37 GMT  
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Ok that fixes that problem but why is it saying:

1>.\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.

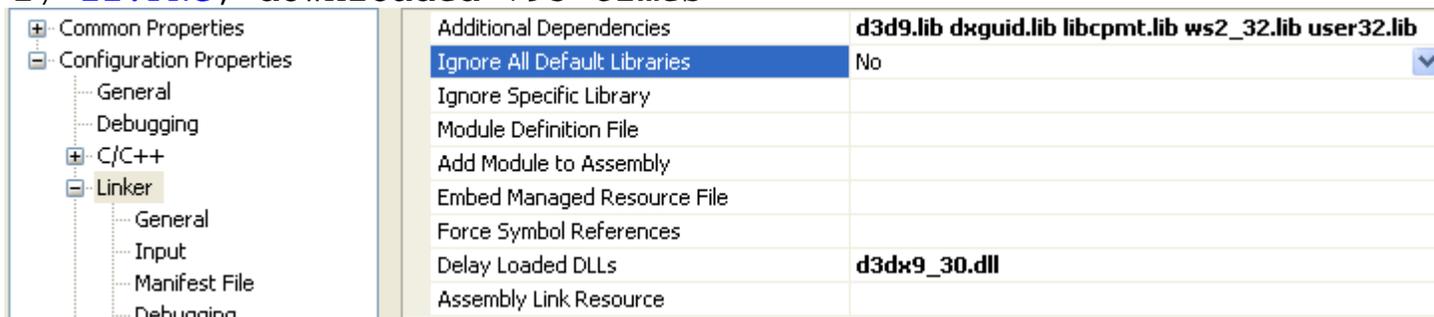
If you wish to use a different version of the SDK, modify the delay load dll in linker settings to point to the newer d3dx.dll

I have

already set before it shows that error.

## File Attachments

1) [11.PNG](#), downloaded 795 times



The screenshot shows the 'Linker' properties window in Visual Studio. The 'Additional Dependencies' field contains the following text: **d3d9.lib dxguid.lib libcpmt.lib ws2\_32.lib user32.lib**. The 'Ignore All Default Libraries' checkbox is checked. The 'Delay Loaded DLLs' field contains **d3dx9\_30.dll**.

Property	Value
Additional Dependencies	<b>d3d9.lib dxguid.lib libcpmt.lib ws2_32.lib user32.lib</b>
Ignore All Default Libraries	<input checked="" type="checkbox"/>
Ignore Specific Library	
Module Definition File	
Add Module to Assembly	
Embed Managed Resource File	
Force Symbol References	
Delay Loaded DLLs	<b>d3dx9_30.dll</b>
Assembly Link Resource	