

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) [l1.PNG](#), downloaded 552 times

+

Common Properties

-

-

Configuration Properties

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General

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Debugging

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C/C++

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Linker

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General

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Input

...

Manifest File

...

Dehunninn

Additional Dependencies	d3d9.lib dxguid.lib libcpmt.lib ws2_32.lib user32.lib
Ignore All Default Libraries	No
Ignore Specific Library	
Module Definition File	
Add Module to Assembly	
Embed Managed Resource File	
Force Symbol References	
Delay Loaded DLLs	d3dx9_30.dll
Assembly Link Resource	