Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Thu, 11 Jun 2009 16:26:16 GMT

Saberhawk wrote on Thu, 11 June 2009 12:03Omar007 wrote on Thu, 11 June 2009 04:20
I did use that first but as i typed earlier it works also in the way i use it now so it doesnt really matter because it works now too.

*Jumped into my mind:
And wouldnt that it the same for case for the change of_MSC_VER_ == 1400 to _MSC_VER_ <= 1400 which has to be changed to use a newer VC++ version than 2005.
What i did is actually the same but than for using a newer SDK instead of using a newer Compiler.

EDIT: What version does TT use for scripts 4.0?

It's not the same case as for the change of the _MSC_VER_ because the DXSDK error was put in there to remind people to look at the project settings and match the SDK version up, whereas the _MSC_VER_ code was put in there to fix issues with the way scripts.dll did things when Visual Studio 2005 SP1 *or newer* was used to compile it.

scripts 4.0 is currently using the November 2007 DirectX SDK
Ah i get it.
Thx