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
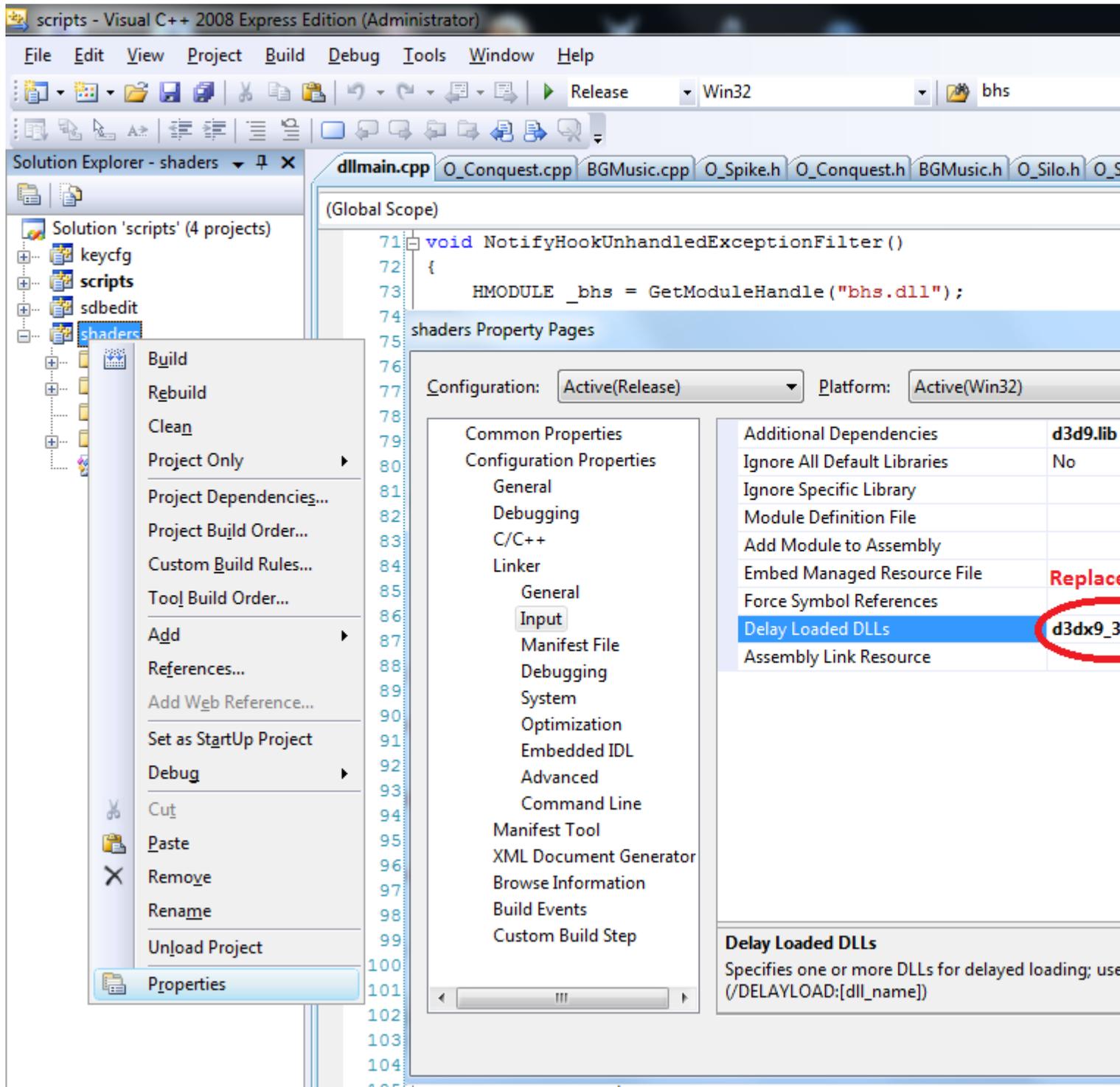#if D3DX_SDK_VERSION != 41
Toggle Spoiler

File Attachments
1) DelayLoad.png, downloaded 1212 times

2) d3d_caps.png, downloaded 1194 times

Tabs: **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 1248 times

Tabs: **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
```