
Subject: Re: Windows 7 DirectX SDK

Posted by [Gen_Blacky](#) on Wed, 13 Jan 2010 01:05:12 GMT

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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
```

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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 .
