Subject: Shaders.dll Compiling Errors
Posted by Intradox on Fri, 01 Jul 2011 06:34:18 GMT

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Hello, I'm using Windows Visual Studio 2008, and have the March 2009 SDK installed as well.
Now when I try to compile the shaders.dll I get this error:

engine_3dre.h(267) : error C2146: syntax error : missing ';' before identifier 'Caps'
engine_3dre.h(267) : error C4430: missing type specifier - int assumed. Note: C++ does not
support default-int

Thats what happened after I set it up like in this thread, from this quote:

Omar007 wrote on Tue, 12 January 2010 04:07You indeed have to update the linker to the new
library (if it didnt by itself which it did for me   )

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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;

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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
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