Subject: Shader Plugin / Shader Help
Posted by halo2pac on Sun, 31 May 2009 20:32:53 GMT
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I saw how Scrin and D6 did there huds, and it got me thinking on the possibilities of drawing things on Renegade's screen.

Since the only way to keep source private while still releasing it is with a plugin...
Is there a way to draw parts of the hud via a plugin?
Just like you would with "void __declspec(dllexport) UpdateHUD2()" from the Shaders.dll?

Subject: Re: Shader Plugin / Shader Help
Posted by reborn on Sun, 31 May 2009 21:26:52 GMT
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You couldn't keep the source private if you released a plug-in that was based on the scripts.dll shader's plug-in. It's still covered under the license agreement.
But yeah, you can draw thing on the screen with a shaders plug-in.

Subject: Re: Shader Plugin / Shader Help
Posted by halo2pac on Sun, 31 May 2009 22:13:28 GMT
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Ok well I guess I will just have to release it anyways...
It's just too awesome to keep to my self

The 'Shader Plugin Example' was hardly an example...
It was more like a Blank Plugin.

Does anyone know where I could find a better plugin example.

Also...
I'm a total nub and I don't know why the Output is saying this:
Toggle Spoiler
1>------ Build started: Project: shaders, Configuration: Debug Win32 ------
1>Compiling...
1>shaderhud.cpp
1>Linking...
1>Searching libraries
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:

1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1>   Searching except.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3dx9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
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1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1>   Searching except.lib:
1>Finished searching libraries
1>   Creating library .\bin\debug\shaders.lib and object .\bin\debug\shaders.exp
1>Searching libraries
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
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1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1>   Searching except.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3dx9.lib:
1>Finished searching libraries
1>Searching libraries
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\LIBCMT.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\OLDNAMES.lib:
1>   Searching except.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3dx9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\d3d9.lib:
1>   Searching C:\Program Files\Microsoft DirectX SDK (March 2009)\Lib\x86\dxguid.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\libcpmt.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\ws2_32.lib:

1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\kernel32.lib:
1>   Searching C:\Program Files\Microsoft Visual Studio 8\VC\lib\DelayImp.lib:
1>   Searching C:\Program Files\Microsoft Platform SDK\Lib\uuid.lib:
1>Finished searching libraries
1>LINK : warning LNK4199: /DELAYLOAD:d3dx9_30.dll ignored; no imports found from
d3dx9_30.dll
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__ExtTextOutW@32
referenced in function "public: struct FontCharsClass::CharDataStruct * __thiscall
FontCharsClass::Store_GDI_Char(wchar_t)"
(?Store_GDI_Char@FontCharsClass@@QAEPAUCharDataStruct@1@_W@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol
__imp__GetTextExtentPoint32W@16 referenced in function "public: struct
FontCharsClass::CharDataStruct * __thiscall FontCharsClass::Store_GDI_Char(wchar_t)"
(?Store_GDI_Char@FontCharsClass@@QAEPAUCharDataStruct@1@_W@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__GetTextMetricsA@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__SetTextColor@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__SetBkColor@8 referenced
in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__SelectObject@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__CreateCompatibleDC@4
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__CreateDIBSection@24
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__CreateFontA@56
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__GetDeviceCaps@8
referenced in function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__GetDC@4 referenced in
function "public: void __thiscall FontCharsClass::Create_GDI_Font(char const *)"
(?Create_GDI_Font@FontCharsClass@@QAEXPBD@Z)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__DeleteDC@4 referenced
in function "public: void __thiscall FontCharsClass::Free_GDI_Font(void)"
(?Free_GDI_Font@FontCharsClass@@QAEXXZ)
1>engine_3d.obj : error LNK2019: unresolved external symbol __imp__DeleteObject@4
referenced in function "public: void __thiscall FontCharsClass::Free_GDI_Font(void)"
(?Free_GDI_Font@FontCharsClass@@QAEXXZ)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegQueryValueExA@24

referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>engine_io.obj : error LNK2019: unresolved external symbol __imp__RegOpenKeyExA@20
referenced in function "unsigned int __cdecl Get_Registry_Int(char const *,int)"
(?Get_Registry_Int@@YAIPBDH@Z)
1>shaderhud.obj : error LNK2019: unresolved external symbol __imp__MessageBoxA@16
referenced in function _ReadHUDBits
1>shaders.obj : error LNK2001: unresolved external symbol __imp__MessageBoxA@16
1>.\bin\debug\\shaders.dll : fatal error LNK1120: 16 unresolved externals
1>Build log was saved at "file://c:\Documents and Settings\Tom\My
Documents\scripts344\tmp\shaders\debug\BuildLog.htm"
1>shaders - 18 error(s), 1 warning(s)
========== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped ==========

Subject: Re: Shader Plugin / Shader Help
Posted by saberhawk on Sun, 31 May 2009 22:14:39 GMT
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user32.lib is not linked in.

Subject: Re: Shader Plugin / Shader Help
Posted by halo2pac on Mon, 01 Jun 2009 02:15:37 GMT
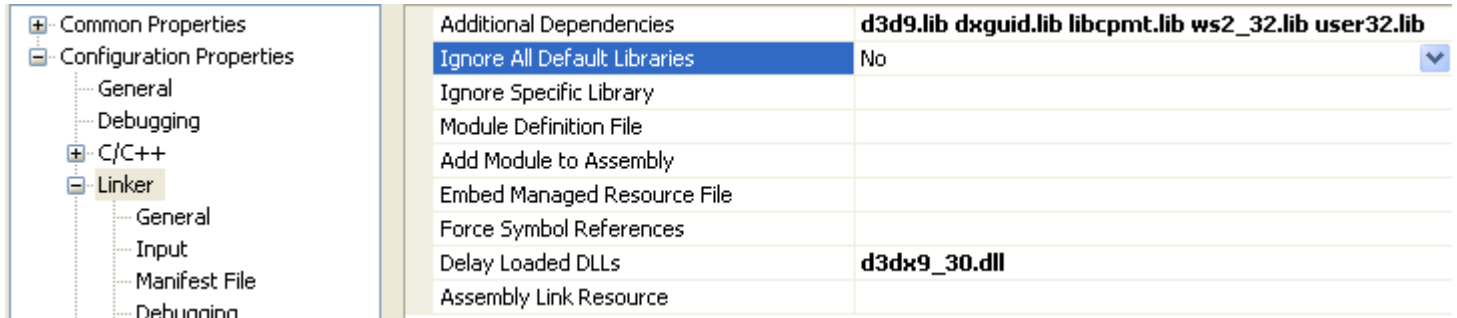View Forum Message <> Reply to Message

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 706 times

⊞ Common Properties	Additional Dependencies	**d3d9.lib dxguid.lib libcpmt.lib ws2_32.lib user32.lib**
⊟ Configuration Properties	Ignore All Default Libraries	No
General	Ignore Specific Library	
Debugging	Module Definition File	
⊞ C/C++	Add Module to Assembly	
⊟ Linker	Embed Managed Resource File	
General	Force Symbol References	
Input	Delay Loaded DLLs	**d3dx9_30.dll**
Manifest File	Assembly Link Resource	
Debugging		

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Tue, 09 Jun 2009 17:25:51 GMT
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halo2pac wrote on Mon, 01 June 2009 04:15Ok 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.
I have the same problem as Halo2pac. Is there someone who knows what do do to solve it??
Thx

Subject: Re: Shader Plugin / Shader Help
Posted by saberhawk on Tue, 09 Jun 2009 20:52:59 GMT
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halo2pac wrote on Sun, 31 May 2009 22:15Ok 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.

It's saying that because you don't have the August 2006 SDK. If you don't, you need to modify the Delay-Load DLL to the proper dll file for the version of the SDK you have installed.

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Tue, 09 Jun 2009 21:42:58 GMT
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I know i have to do that but isnt the d3d9_30.dll already right?
It was added when installing the March 2009 SDK

So what do you thinnk would it be for March 2009 if this isnt the one?

PS. The only difference between his screenshot and mine if i where to post one is i don't have
user32.lib in the Additional Dependencies. Although this is surely not the problem xD

Subject: Re: Shader Plugin / Shader Help
Posted by saberhawk on Tue, 09 Jun 2009 22:50:37 GMT
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Omar007 wrote on Tue, 09 June 2009 17:42I know i have to do that but isnt the d3d9_30.dll
already right?
It was added when installing the March 2009 SDK

So what do you thinnk would it be for March 2009 if this isnt the one?

PS. The only difference between his screenshot and mine if i where to post one is i don't have
user32.lib in the Additional Dependencies. Although this is surely not the problem xD

March 2009 definately is not d3dx9_30.dll. I just don't feel like looking it up; the only confirmed
DirectX SDK to build shaders.dll is the August 2006 one. Install that.

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Wed, 10 Jun 2009 10:04:10 GMT
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Saberhawk wrote on Wed, 10 June 2009 00:50Omar007 wrote on Tue, 09 June 2009 17:42I know
i have to do that but isnt the d3d9_30.dll already right?
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March 2009 definately is not d3dx9_30.dll. I just don't feel like looking it up; the only confirmed
DirectX SDK to build shaders.dll is the August 2006 one. Install that.
Ah you where indeed right. It was the file from the August 2006 SDK :S
I only cant find the more recent one. ATM im guessing on d3dx9_41.dll

EDIT: nope its not working but supposed to be this one i believe :S

EDIT2: I found this in shaders.cpp:
#if D3DX_SDK_VERSION != 30
#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
#endif
AFAIK this means even if i do change the Delay Load to the newest (confirmed that is d3dx9_41.dll) it will still give this error. Seems it doesnt check if it is newer/older yes or no but only if it is August 2006 version.

EDIT3: When i change #if D3DX_SDK_VERSION != 30 to #if D3DX_SDK_VERSION <= 30 it does seem to compile as it should. This way you should be able to use all version after August 2006.

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Wed, 10 Jun 2009 10:45:26 GMT
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Question apart from the above: Which version of the SDK will be used by TT/scripts 4.0??

Subject: Re: Shader Plugin / Shader Help
Posted by halo2pac on Wed, 10 Jun 2009 13:46:25 GMT
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Omar007 wrote on Wed, 10 June 2009 05:04
EDIT3: When i change #if D3DX_SDK_VERSION != 30 to #if D3DX_SDK_VERSION <= 30 it does seem to compile as it should. This way you should be able to use all version after August 2006.

Um is that a good idea?
and if so .. why not just remove the line instead of adding "<="?

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Wed, 10 Jun 2009 14:50:39 GMT
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halo2pac wrote on Wed, 10 June 2009 15:46Omar007 wrote on Wed, 10 June 2009 05:04
EDIT3: When i change #if D3DX_SDK_VERSION != 30 to #if D3DX_SDK_VERSION <= 30 it does seem to compile as it should. This way you should be able to use all version after August 2006.

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---

and if so .. why not just remove the line instead of adding "<="?
Actually it comes down to the same point as having to change the _MSC_VER_ == 1400 to
_MSC_VER_ <= 1400 in engine_common.cpp (or something) to compile scripts on VC2008.

And i think you could delete the line BUT only if you also delete the 2 following lines otherwise it
would ALWAYS give the error you have to change the Delay Load DLL.

I just changed it to #if D3DX_SDK_VERSION <= 30 so i cant use any older SDK than August
2006. If you would use older it would maybe not work because it is to old. This way i eliminate the
possibility of using older SDK's than August 2006.

Subject: Re: Shader Plugin / Shader Help
Posted by saberhawk on Wed, 10 Jun 2009 17:36:50 GMT
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Omar007 wrote on Wed, 10 June 2009 10:50halo2pac wrote on Wed, 10 June 2009
15:46Omar007 wrote on Wed, 10 June 2009 05:04
EDIT3: When i change #if D3DX_SDK_VERSION != 30 to #if D3DX_SDK_VERSION <= 30 it
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The *reason* for that #if being exactly the way it was is so that the warning always triggers if you
don't have the SDK matching that version number installed. If the DLL file says 41, the
D3DX_SDK_VERSION is 41 and the line should be changed to read #if D3DX_SDK_VERSION !=
41

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Wed, 10 Jun 2009 17:58:34 GMT
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Saberhawk wrote on Wed, 10 June 2009 19:36Omar007 wrote on Wed, 10 June 2009
10:50halo2pac wrote on Wed, 10 June 2009 15:46Omar007 wrote on Wed, 10 June 2009 05:04

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True but i changed it to <= 30 so even if i get on a PC with a version between 30 and 41 i still can compile it

---

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Posted by saberhawk on Wed, 10 Jun 2009 22:05:52 GMT
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But it won't work because the Delay Load settings would be wrong. It was setup to always trigger if the SDK version was different because you can only build versions of shaders.dll that match the version of the SDK installed.

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Thu, 11 Jun 2009 08:20:22 GMT

Toggle SpoilerSaberhawk wrote on Thu, 11 June 2009 00:05Omar007 wrote on Wed, 10 June 2009 13:58Saberhawk wrote on Wed, 10 June 2009 19:36Omar007 wrote on Wed, 10 June 2009 10:50halo2pac wrote on Wed, 10 June 2009 15:46Omar007 wrote on Wed, 10 June 2009 05:04 EDIT3: When i change #if D3DX_SDK_VERSION != 30 to #if D3DX_SDK_VERSION <= 30 it does seem to compile as it should. This way you should be able to use all version after August 2006.

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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?

Subject: Re: Shader Plugin / Shader Help
Posted by saberhawk on Thu, 11 Jun 2009 10:03:39 GMT
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scripts 4.0 is currently using the November 2007 DirectX SDK

Subject: Re: Shader Plugin / Shader Help
Posted by Omar007 on Thu, 11 Jun 2009 16:26:16 GMT
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Saberhawk wrote on Thu, 11 June 2009 12:03Omar007 wrote on Thu, 11 June 2009 04:20
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scripts 4.0 is currently using the November 2007 DirectX SDK
Ah i get it.
Thx