

Re: Problems in Colorizing Surfaces of 4 Triangles & 1 Quad of A P

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.graphics/2004-07/010>

From: SHC (*SHC_at_discussions.microsoft.com*)

Date: 07/05/04

Date: Mon, 5 Jul 2004 08:57:02 -0700

Hi Phil,

I started the DirectX 9 "blank" wizard program and copied your 'DirectX9Pyramid.cpp' file to the wizard program. I did "Build" and I got 35 Build errors (see the attached below). I am very new in DirectX 9, use the DirectX 9 wizard program for the first time and I have no ideas how to correct these errors. Please kindly help me in correcting the errors and getting the project work in my PC.

Thanks,

Scott H. Chang

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c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(127): error C2061: syntax error : identifier 'one'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(168): warning C4238: nonstandard extension used : class
rvalue used as lvalue
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(218): error C2065: 'm_pD3DXMesh' : undeclared identifier
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(367): error C2039: 'bRotateLeft' : is not a member of
'UserInput'
    c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(38) : see declaration of 'UserInput'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(367): error C2039: 'bRotateRight' : is not a member of
'UserInput'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(369): error C2039: 'bRotateLeft' : is not a member of
'UserInput'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(369): error C2039: 'bRotateRight' : is not a member of
'UserInput'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(372): error C2039: 'bRotateDown' : is not a member of
'UserInput'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(372): error C2039: 'bRotateUp' : is not a member of
'UserInput'
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c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(379): error C2039: 'bRotateDown' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(379): error C2039: 'bRotateUp' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(398): error C2039: 'bRotateUp' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(401): error C2039: 'bRotateDown' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(404): error C2039: 'bRotateLeft' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(407): error C2039: 'bRotateRight' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(460): error C2039: 'bRotateDown' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(460): error C2039: 'bRotateLeft' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(460): error C2039: 'bRotateUp' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.cpp(461): error C2039: 'bRotateRight' : is not a member of
'UserInput'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(60): error C2143: syntax error : missing ';' before '*'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(60): error C2501:
'CMyD3DApplication::CInputDeviceManager' : missing storage-class or type specifiers

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(60): error C2501:
'CMyD3DApplication::m_pInputDeviceManager' : missing storage-class or type specifiers

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(61): error C2146: syntax error : missing ';' before identifier
'm_diafGame'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(61): error C2501:
'CMyD3DApplication::DIACTIONFORMAT' : missing storage-class or type specifiers

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(61): error C2501: 'CMyD3DApplication::m_diafGame' :
missing storage-class or type specifiers

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(66): error C2143: syntax error : missing ';' before '*'

c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(66): error C2501: 'CMyD3DApplication::CMusicManager' :

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missing storage-class or type specifiers
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(66): error C2501: 'CMyD3DApplication::m_pMusicManager'
: missing storage-class or type specifiers
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(67): error C2143: syntax error : missing ';' before '*'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(67): error C2501: 'CMyD3DApplication::CMusicSegment' :
missing storage-class or type specifiers
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(67): error C2501: 'CMyD3DApplication::m_pBounceSound' :
missing storage-class or type specifiers
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(98): error C2061: syntax error : identifier 'DeviceInfo'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(98): error C2653: 'CInputDeviceManager' : is not a class or
namespace name
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(99): error C2061: syntax error : identifier 'DeviceInfo'
c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\DirectX9Pyramid\DirectX9Pyramid.h(99): error C2653: 'CInputDeviceManager' : is not a class or
namespace name
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SHC

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"SHC" wrote:

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> Dear Phil and Kryst, Thank both of you.
> Phil, I copied your "DirectX9Pyramid.cpp" code to my VC++.NET 2002 – Windows XP Pro PC.
> I did 'Build' and I got the following error:
> c:\Documents and Settings\Scott H. Chang\My Documents\Visual Studio
Projects\d3dw32-4t1q-pyramid\4t1qMain.cpp(31): fatal error C1083: Cannot open include file: 'DXUtil.h':
No such file or directory.
> I am new in DirectX 9 and I do not know what 'DXUtil.h' is, where it is and how to bring it to my
'd3dw32-4t1q-pyramid' project. Please help me again and give me your instructions to get 'DXUtil.h' to my
project – sorry about this request.
> Thank you very very much,
> SHC
>
>
> "Phil Taylor" wrote:
>
>> not only is your geometry borked, but you havent set any of the state to use
>> vertex coloring, neither renderstates nor texture stage states.
>>
>> here is your data in a source file that can be used in place of the simplest
>> auto-generated DX9 wizard project:
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