

Compiler error creating managed c++ directx app

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.managed/2004-04/01>

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Hello,

I'm trying to create a simple program using managed C++ and DirectX. I can't even get started because I can't get my program to compile, when all I'm doing is trying to create a Device object.

Here is the source code I am using:

```
System::Void InitializeGraphics()
{
    PresentParameters* pp = new PresentParameters();
    pp->Windowed = true;
    pp->SwapEffect = SwapEffect::Discard;
    pDevice = new Device(0, DeviceType::Hardware, this,
CreateFlags::SoftwareVertexProcessing, pp);
}
```

I get the following errors on the line where I call the constructor for Device:

```
-----
c:\Documents and Settings\snyderm\Desktop\Try3D\Form1.h(75) : error C3635:
'Microsoft.DirectX.InteropData::IDirect3DDevice9': undefined native type
used in 'Microsoft::DirectX::Direct3D::Device'; imported native types must
be defined in the importing source code
did you forget to include a header file?
c:\Documents and Settings\snyderm\Desktop\Try3D\Form1.h(75) : error C3377:
'Microsoft::DirectX::Direct3D::Device::ctor' : cannot import method - a
parameter type or the return type is inaccessible
c:\Documents and Settings\snyderm\Desktop\Try3D\Form1.h(75) : error C3635:
'Microsoft.DirectX.InteropData::IDirect3DDevice9': undefined native type
used in 'Microsoft::DirectX::Direct3D::Device'; imported native types must
be defined in the importing source code
did you forget to include a header file?
c:\Documents and Settings\snyderm\Desktop\Try3D\Form1.h(75) : error C3377:
'Microsoft::DirectX::Direct3D::Device::GetUnmanagedPointer' : cannot import
method - a parameter type or the return type is inaccessible
c:\Documents and Settings\snyderm\Desktop\Try3D\Form1.h(75) : error C2664:
'Microsoft::DirectX::Direct3D::Device::Device(int,Microsoft::DirectX::Direct
```

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```
3D::DeviceType,System::IntPtr,Microsoft::DirectX::Direct3D::CreateFlags,Microsoft::DirectX::Direct3D::PresentParameters __gc * __gc[])' : cannot convert parameter 5 from 'Microsoft::DirectX::Direct3D::PresentParameters __gc *' to 'System::IntPtr'
```

No constructor could take the source type, or constructor overload resolution was ambiguous

The only changes from a basic Windows Forms Application are:

1. I went to Tools–Options, Projects–VC++ Directories, Reference Files, and added an entry for the "C:\WINDOWS\Microsoft.NET\Managed DirectX\v9.02.1195" folder,
2. I have added references to "Microsoft.DirectX.Direc3D" and "Microsoft.DirectX" to References in Solution Explorer,
3. I added "using namespace Microsoft::DirectX::Direct3D;" to my source file, and
4. I added a data member to my Form1 class like: "Device* pDevice;"

My guess is that there is some other configuration step I am missing?

Any help appreciated,
Mark