Changing DevIL Version Number

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Microsoft Visual C++ Resource Files

Unicode Resource Files

src-IL/msvc9/IL Unicode.rc, *src-IL/msvc8/IL Unicode.rc*, *src-ILU/msvc9/ILU Unicode.rc*, *src-ILU/msvc8/ILU Unicode.rc*, *src-ILUT/msvc9/ILUT Unicode.rc* and *src-ILUT/msvc8/ILUT Unicode.rc* must all be updated with the new version number. Look for the lines starting with *FILEVERSION*, *PRODUCTVERSION*, *VALUE \ "FileVersion\"*, *VALUE \ "ProductVersion\"* and *IDC_OPENIL*.

Ansi Resource Files

src-IL/msvc9/IL.rc, *src-IL/msvc8/IL.rc*, *src-ILU/msvc9/ILU.rc*, *src-ILU/msvc8/ILU.rc*, *src-ILUT/msvc9/ILUT.rc* and *src-ILUT/msvc8/ILUT.rc* all have the same format as the Unicode resource files.

configure.ac

Change the version number on line 12.

IL.h, ILU.h, ILUT.h

At about line 164 in IL.h, change IL_VERSION_ and IL_VERSION to reflect the new version number. The equivalent lines are at line 40 in ilu.h and line 32 in ilut.h.

README

Change the first line of README to the new version number.

il_states.c, ilu_states.c and ilut_states.c

At the top of each of these files, change the _il(u(t))Vendor and _il(u(t))Version lines to the new version number.