
Subject: Re: scripts.dll 3.0 is finally out
Posted by [Jerad2142](#) on Sat, 16 Dec 2006 17:46:54 GMT
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TSS888 wrote on Sat, 16 December 2006 09:21jonwil wrote on Fri, 15 December 2006 23:34Even if the card is only a "DX8" card or whatever, DX9 should still run on it but without any of the fancy features (which 3.0 will not use if the graphics card cant support them).

Look, I have a sucky graphics card , which I think obviously can't support the shaders(it lags on the best setting for the original renegade), but since you said that 3.0 won't use the fancy features if the graphics card can't support it, why does my rene not even load?

If you need the log files, I will try my rene again with 3.0 and tell u what the log files contain, I am back to 2.9.2 for now.

Also, if you want me to put 3.0 and test it again, pls tell me what to put in and what to remove at the end!

Cause I did not know what to remove, cause there were simply toooo many files and I had to reinstall rene.

My specs:
Intel Extreme Graphics (Intergrated with up to 64mb)
512mb ram
2.4ghz pentium 4 processor
And the usual Windows XP Home Edition SP2

Here, these are the files you put in the Renegade folder.
One is for 2.92
Two are for 3.00

File Attachments

- 1) [Scripts 292.zip](#), downloaded 144 times
 - 2) [Scripts 30 Part 1.zip](#), downloaded 128 times
 - 3) [Scripts 30 Part 2.zip](#), downloaded 145 times
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