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Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Thu, 25 Jan 2007 16:10:33 GMT

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Most of the graphical bugs were either solved in the 3.1.x cycle or are going to be looked at for 3.2. That or they are problems that are outside our control such as differences between Direct3d8 and Direct3d9 or crappy drivers (ATI, I am looking at you here

I will accept graphics problem bug reports for looking into for 3.2 but only if the following conditions are met:

- 1.The problem must be reproducible.
- 2.It must happen on the latest scripts.dll release (currently 3.1.3 with the 3.1.2 bhs.dll. Look for the "3.1.4" installer saberhawk made if you need to install said release)
- 3.It must happen with no sdb files of any kind in your renegade data folder
- 4.It must happen with the latest drivers for your graphics card and the latest directx runtime.
- and 5.It must not be an issue which has already been reported where I have responded with an explanation of what the problem is and why its unfixable (or unfixable without renegade source code)

Also, try turning shaders off in the bhs.dll configuration options and then restarting renegade and seeing if the problem is still there or if its gone.

I am particularly interested in graphical problems that render the game unplayable or more difficult to play. Bonus points if it can be reproduced on more than one machine. (by the same person or different people)

All crash reports should include the crashdump.txt file if one is generated. All bug reports need to include the sysinfo.txt (which contains important information about your hardware).

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