So I ended up installing and resetting myself up on my desktop with windows 7. Enjoyed it so much I installed it on my laptop as well

Interesting thing to note, upon initially trying out Renegade (exact files I had running on my vista previously) I kept getting the initial popup from shaders.dll saying it's not compatible with directx.

The source code in shaders.dll was the call to BOOL TryLoadD3DX();

So naturally I figure alright well in that case I'll just comment out that function call anyways. So I installed visual studio, downloaded the directx SDK.. then tried renegade again. No problems. I didn't even need to recompile my DLL with the code commented out.

So Saberhawk I THINK

BOOL test = D3DXCheckVersion(D3D_SDK_VERSION, D3DX_SDK_VERSION);

Returns false on windows 7 due to dx10 if the directx SDK is not installed. You would know more about this then I though, but something to keep in mind for TT

Or i just ran into some weird ass bug