Subject: DirectX patch for Renegade?
Posted by IronWarrior on Mon, 13 Nov 2006 01:24:47 GMT
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A while ago, I remember reading a topic about a Direct X patch for Renegade or something on them lines, but cant find the topic or link anymore.

Anyone know what am going on about please`?

Subject: Re: DirectX patch for Renegade?
Posted by cmatt42 on Mon, 13 Nov 2006 01:44:17 GMT
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Here you go: http://www.understorm.net/rend3d9/

The thread: http://www.renegadeforums.com/index.php?t=msg&th=20110&prevloaded=1&rid=3134&start=0

Subject: Re: DirectX patch for Renegade?
Posted by IronWarrior on Mon, 13 Nov 2006 05:07:26 GMT
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cmatt42 wrote on Sun, 12 November 2006 19:44Here you go:
http://www.understorm.net/rend3d9/

The thread: http://www.renegadeforums.com/index.php?t=msg&th=20110&prevloaded=1&rid=3134&start=0

Thank you very much, know someone would know.

Subject: Re: DirectX patch for Renegade?
Posted by icedog90 on Mon, 13 Nov 2006 06:17:06 GMT
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Wish he kept updating it.

Subject: Re: DirectX patch for Renegade?
Posted by IronWarrior on Mon, 13 Nov 2006 07:41:18 GMT
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icedog90 wrote on Mon, 13 November 2006 06:17Wish he kept updating it.

I had this before, used it... I think it had a negative affect on my game, lol

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Subject: Re: DirectX patch for Renegade?
Posted by danpaul88 on Mon, 13 Nov 2006 07:42:30 GMT
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It always crashes when I alt-tab my game, so I had to get rid of it, it always surprises me how often I was alt-tabbing to read msn windows (and therefore crashing).

Subject: Re: DirectX patch for Renegade?
Posted by Goztow on Mon, 13 Nov 2006 07:43:26 GMT
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It works fine for some people .

Subject: Re: DirectX patch for Renegade?
Posted by danpaul88 on Mon, 13 Nov 2006 07:47:32 GMT
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indd, I am not saying it doesn't, but just thought I would point out that it does not work for everyone.

And in the vague hope the developer would read this and update it..... *waits*

Subject: Re: DirectX patch for Renegade?
Posted by jonwil on Mon, 13 Nov 2006 13:39:51 GMT
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I am working on a new project (actually SaberHawk did a large part of the work). It will be included in scripts.dll 3.0 (and will be required, not using it will cause crashes). It functions much like rend3d9 but without all the bugs (and without the fancy rendering filtering options either at this point).
We have verified that people who were having problems with rend3d9 (vanishing menus & alt-tab crashes for example) arent having problems anymore with d3d9 (as we call it).

Subject: Re: DirectX patch for Renegade?
Posted by Renx on Mon, 13 Nov 2006 14:47:18 GMT

I'm glad you managed to get rid of the bugs and Scorpio9a at the same time!

Subject: Re: DirectX patch for Renegade?
Posted by Sir Kane on Mon, 13 Nov 2006 17:16:54 GMT

Busted.

Subject: Re: DirectX patch for Renegade?
Posted by cmatt42 on Mon, 13 Nov 2006 20:50:53 GMT

danpaul88 wrote on Mon, 13 November 2006 01:42It always crashes when I alt-tab my game, so I had to get rid of it, it always surprises me how often I was alt-tabbing to read msn windows (and therefore crashing).
PUSH BUTAN DISABLE ANTIALIAS

If you want antialiasing, just use your card's drivers to do so.

Subject: Re: DirectX patch for Renegade?
Posted by danpaul88 on Mon, 13 Nov 2006 20:55:33 GMT

you know, your the first person to ever mention that even though I have mentioned it about 10 times in several topics

afaik I never turned AA on, but perhaps I did without realising it. I will probably just wait for scripts.dll 3.0 now though.