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Subject: Question about Scripts.dll's history  
Posted by [Xylaquin](#) on Sat, 19 May 2007 07:57:30 GMT  
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What version of the custom scripts.dll was the first to be able to use Dirext 9 as the renderer?

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Subject: Re: Question about Scripts.dll's history  
Posted by [danpaul88](#) on Sat, 19 May 2007 09:41:11 GMT  
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3.0

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Subject: Re: Question about Scripts.dll's history  
Posted by [Try\\_lee](#) on Thu, 24 May 2007 08:26:30 GMT  
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There's also the DirectX9 thingy made by scorpio9a that works with versions older than 3.0, because he's awesome like that.

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Subject: Re: Question about Scripts.dll's history  
Posted by [danpaul88](#) on Thu, 24 May 2007 09:48:04 GMT  
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yes, but thats not PART of scripts.dll, its a separate package.

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Subject: Re: Question about Scripts.dll's history  
Posted by [Try\\_lee](#) on Fri, 25 May 2007 08:48:46 GMT  
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He didn't say that it had to be the d3d8.dll that's part of the official scripts.dll package, he just wanted to know which was the earliest version of scripts.dll to be able to use dx9 as the renderer.

Unfortunately I don't know which is the earliest, but I know it's earlier than v3.0.

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Subject: Re: Question about Scripts.dll's history  
Posted by [havoc9826](#) on Fri, 25 May 2007 15:40:28 GMT  
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Unfortunately, since the original rend3d9 hosting site went down, there's no documentation regarding which scripts.dll version, if any, it required (there's no readme in the zip file). However,

according to the Renegade Tools SourceForge archive, the release date of rend3d9 is after scripts.dll 2.7.2 was released, and just before scripts.dll 2.8 was completed. Here's the renegadeforums thread.

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Subject: Re: Question about Scripts.dll's history  
Posted by [Sir Kane](#) on Thu, 14 Jun 2007 11:45:46 GMT  
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RenD3D9 works for any script.dll that doesn't come with it's own D3D9 stuff.

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Subject: Re: Question about Scripts.dll's history  
Posted by [Cat998](#) on Fri, 15 Jun 2007 00:33:11 GMT  
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havoc9826 wrote on Fri, 25 May 2007 17:40 Unfortunately, since the original rend3d9 hosting site went down, there's no documentation regarding which scripts.dll version, if any, it required (there's no readme in the zip file). However, according to the Renegade Tools SourceForge archive, the release date of rend3d9 is after scripts.dll 2.7.2 was released, and just before scripts.dll 2.8 was completed. Here's the renegadeforums thread.

You don't seem to get it hm ? That directx dll that comes with scripts is not the same dll that Scorpio9a has created !

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Subject: Re: Question about Scripts.dll's history  
Posted by [Doitle](#) on Fri, 15 Jun 2007 09:15:02 GMT  
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No you don't get what HE is saying. He is pointing out scorpio's mod because it would work with the ORIGINAL scripts.dll. Obviously that would be the oldest scripts.dll to support DX9, right? The original one.

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Subject: Re: Question about Scripts.dll's history  
Posted by [Cat998](#) on Fri, 15 Jun 2007 12:43:43 GMT  
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Well, he asked what version of scripts.dll was first able to use Directx 9 as renderer, not which version was first able to work with any other directx dll

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