
Subject: Rend3d9

Posted by [NightShadow\[NS\]](#) on Sat, 23 Jun 2007 07:31:01 GMT

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Hi I was wondering why Renegade had no anti aliasing or higher resolution. So after downloading this, Scorpion hunters was running very prettily.

However, the game soon crashed and gave me an error message about game.exe having an error or something.

Am I not supposed to play Campaign when rend3d9 is installed?

Subject: Re: Rend3d9

Posted by [NightShadow\[NS\]](#) on Sat, 23 Jun 2007 08:19:58 GMT

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strange, after i deleted the rend3d9 .dll file from the folder, the crash stopped. but the settings which i applied beforehand were maintained. well, problem fixed.

Subject: Re: Rend3d9

Posted by [Goztow](#) on Sat, 23 Jun 2007 08:54:19 GMT

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You're better off installing scripts 3 +, they also have 3d9 included and have been tested thoroughly.

Subject: Re: Rend3d9

Posted by [NightShadow\[NS\]](#) on Sat, 23 Jun 2007 10:58:51 GMT

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cool. never heard of this scripts 3. thanks goztow

Subject: Re: Rend3d9

Posted by [rm5248](#) on Sat, 23 Jun 2007 15:20:26 GMT

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You could also force your video card to use AA...

Subject: Re: Rend3d9

Posted by [trooprm02](#) on Sat, 23 Jun 2007 21:08:22 GMT

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scripts 3 dont have all the settings that ren3d did...infact it doesn't even come with a 2nd config file. atm im using 2.9.2 so I can use ren3d and get that 2nd config file, at first it was buggy, repatched to scripts 2.9.2, all good here

Subject: Re: Rend3d9
Posted by [cmatt42](#) on Sat, 23 Jun 2007 21:36:17 GMT
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trooprm02 wrote on Sat, 23 June 2007 16:08scripts 3 dont have all the settings that ren3d did...infact it doesn't even come with a 2nd config file. atm im using 2.9.2 so I can use ren3d and get that 2nd config file, at first it was buggy, repatched to scripts 2.9.2, all good here
It has more settings, and you can change stuff in the BHS.dll options in the game.

Subject: Re: Rend3d9
Posted by [sterps](#) on Sun, 24 Jun 2007 02:47:32 GMT
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no scripts 3.. doesnt have anti aliasing settings, anistropic settings, and i think a few others, but then again wwconfig 2 doesnt have bloom and shaders.

Subject: Re: Rend3d9
Posted by [cmatt42](#) on Sun, 24 Jun 2007 05:30:22 GMT
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Did you even bother looking? It does have antialiasing.

Subject: Re: Rend3d9
Posted by [Jonty](#) on Sun, 24 Jun 2007 07:57:39 GMT
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I've used the BHS.DLL options page to set AA to 4x, I think (note: needs higher options! I'm still running at 60fps!) and set the Anisotropic filtering to 16x in the nVcpl, just because I like it.

Subject: Re: Rend3d9
Posted by [Majiin Vegeta](#) on Mon, 25 Jun 2007 20:23:12 GMT
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any chance of linking to these things?
i'm a little out of the loop lately :\

Subject: Re: Rend3d9
Posted by [cmatt42](#) on Mon, 25 Jun 2007 20:40:23 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=24778&start=0&rid=3> 134

Subject: Re: Rend3d9
Posted by [Majiin Vegeta](#) on Mon, 25 Jun 2007 21:34:26 GMT
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thanks!

Subject: Re: Rend3d9
Posted by [Majiin Vegeta](#) on Tue, 26 Jun 2007 16:42:53 GMT
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Boo causes my Game to crash on start up

Subject: Re: Rend3d9
Posted by [cmatt42](#) on Tue, 26 Jun 2007 19:45:35 GMT
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Ah, yes, you have to go into the Xfire folder, open xfire_games.ini, go to the Renegade entry, and change the renderer from "d3d8" to "d3d9".

Subject: Re: Rend3d9
Posted by [Majiin Vegeta](#) on Tue, 26 Jun 2007 20:23:23 GMT
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fixed the problem
it seems scripts2.dll was not loading properly so i deleted it

i love all the extras bhs.dll allows

do others see your taunts?
also the vehicle binding do others see the command if your using the bind key?

Subject: Re: Rend3d9

Posted by [cmatt42](#) on Tue, 26 Jun 2007 20:30:00 GMT

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Yes, others see your taunts. Usually when you bind/lock a vehicle, a card key (or something else) shows up in front of your tank's barrel.

Subject: Re: Rend3d9

Posted by [Majiin Vegeta](#) on Tue, 26 Jun 2007 20:34:53 GMT

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cool thanks.. just making sure it does not show a "!bind" message that i cannot see for what ever reason and the server i was testing it on was not being spammed

will have fun with these later

Subject: Re: Rend3d9

Posted by [DutchNeon](#) on Tue, 26 Jun 2007 23:29:13 GMT

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Jonty wrote on Sun, 24 June 2007 02:57I've used the BHS.DLL options page to set AA to 4x, I think (note: needs higher options! I'm still running at 60fps!) and set the Anisotropic filtering to 16x in the nVcpl, just because I like it.

Maybe a noob questions, but how to change it? (i know theres a page on ren with scripts above 3, but im using 2.9.2)

Subject: Re: Rend3d9

Posted by [puddle_splasher](#) on Tue, 26 Jun 2007 23:49:17 GMT

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O!!! For us noobys WTF does that all mean?

Subject: Re: Rend3d9

Posted by [Jonty](#) on Wed, 27 Jun 2007 06:29:45 GMT

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Dutch Neon wrote on Wed, 27 June 2007 00:29Maybe a noob questions, but how to change it? (i know theres a page on ren with scripts above 3, but im using 2.9.2)

I'm afraid the Antialiasing settings are 3.2.x only I think.

You should still be able to manually force AA in Catalyst or nVCpl, depending on your graphics card.

puddle_splasher wrote on Wed, 27 June 2007 00:49OI!! For us noobys WTF does that all mean? All what? The scripts? The Antialiasing? The green cheese?
