

---

Subject: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 02:25:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My secret shame is that I love Pokemon.

In fact my biggest dream in life it to work for Gamefreaks and shape the world of Pokemon in ways I hold oh so very dear. I have been working with my brother for the last few months on PokemonCA (<http://www.PokemonCa.net>) but recently he dropped out and now I'm making my own engine in VB6 (He can code in C++) and soon the project will be exactly where we left off.

Thank god he listened to me when we started making all the data, I can easily parse everything we did into my new engine and I can build around it.

Well what I ask of you is to run this, hit the "click me" button and tell me if your FPS drops below 30. If it stays above 30 then your good to go, but below I would like to know your base system specs or even better a DXDiag.

(For DxDiag Start ~ Run ~ DXDiag ~ Save all Information button.)

And major note: This is a WIP and the collisions/sounds/water are all being worked on.

Download:  
<http://www.Oblivioninteractive.com/files/PokemonCA.zip>

Other:  
As always with anything made by me - VB6 Runtimes Required:  
<http://www.renhelp.net/downloads/VB6.0%20Runtimes.exe>

And please post is anything errors and what OS you have

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [reborn](#) on Tue, 13 Nov 2007 02:50:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Stayed at a constant 32 for me. Go Obliv, that must of taken allot of time and effort to make :-]

Time of this report: 11/13/2007, 02:49:06  
Machine name: REBORN  
Operating System: Windows XP Professional (5.1, Build 2600) Service Pack 2  
(2600.xpsp\_sp2\_gdr.070227-2254)  
Language: English (Regional Setting: English)  
System Manufacturer: System manufacturer  
System Model: System Product Name  
BIOS: Phoenix - AwardBIOS v6.00PG  
Processor: AMD Athlon(tm) 64 X2 Dual Core Processor 4600+, MMX, 3DNow (2 CPUs),

~2.4GHz

Memory: 2046MB RAM

Page File: 530MB used, 3408MB available

Windows Dir: C:\WINDOWS

DirectX Version: DirectX 9.0c (4.09.0000.0904)

DX Setup Parameters: Not found

DxDiag Version: 5.03.2600.2180 32bit Unicode

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Ryu](#) on Tue, 13 Nov 2007 03:04:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Whao!

That's awesome!

I had a constant 32FPS, 33 when the lightning struck.

I have DX9.0c, 512MB o' ram, 2.0Ghz processor, ATi Radeon X550.

The save all info lagged my pc and wouldn't produce a log file.

meh.

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [havoc9826](#) on Tue, 13 Nov 2007 03:06:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

30-32 fps without the rain, 26-28 fps and periodic drops to 23-24 fps with the rain. Also, it sometimes goes to 0/16 fps when I'm in the Options > Chat Text Size menu. Pokémon Red/Blue... man that takes me back... Also, in case the dxdiag doesn't have it, I have the nvidia 169.01 beta driver for the Crysis demo.

#### File Attachments

1) [DxDiag.txt](#), downloaded 258 times

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Sn1per74\\*](#) on Tue, 13 Nov 2007 03:13:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Videos were removed from youtube.

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 04:08:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks a lot for the info guys!

I put the rain/puddles on max so its good that the result have been solid so far.

@havoc9826 Yeah no worries, it doesn't count fps's correctly when your in the menu and 23-24 (33 should be max possible) is still pretty good. I guess I will have a low/med/high setting on particles

@Sn1per74\* Yeah being Pokemon brand name and all. I don't have a backup of that to put it anywhere but it was the old engine anyway.

Still needing to make a converter for the new map format from the old, its a biznatch to parse but completely needed. (25 maps or so)

And thanks everyone for the good comments on the engine thus far, really surprised that no one bashed the Pokemon

EDIT:

Some screenshots here:

<http://www.pokemonca.net/forums/viewtopic.php?t=13>

Maps will look exactly like that once they are converted...so its a good show of what it will look like.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Chuck Norris](#) on Tue, 13 Nov 2007 04:25:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nothing wrong with Pokemon really, but I'm not interested in it anymore. Those were addicting though.

I'd test this, but I get an error as follows.

"Component 'MSWINSCK.OCX' or one of it's dependencies is not correctly registered: a file is missing or invalid"

I downloaded the file for the runtimes, but I get the feeling this is related to that still. I extracted it to my desktop, ran that, and it looked like it it was extracting or installing something (with a progress bar) and went away and did nothing I presumed it was done, but it did nothing more either way.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 04:38:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks chuck, yeah that one file seems to popup ever few computers or so. Ill have to include it from now on.

If you would just put the file in the folder next to my exe or in Windows\System32 and then any/all programs can find it.

Once you pick a spot it should work fine but if not then it will have to be registered like so:

Example:

Start ~ Run ~ Cmd ~ Regsvr32 c:\windows\system32\MSWINSCK.OCX

Link to all files I use in PCA:

<http://www.oblivioninteractive.com/files/PCA%20files.zip>

You can put all of them safely in your system32 folder, they are not used unless a program calls for them.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Chuck Norris](#) on Tue, 13 Nov 2007 04:56:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That did it. The other three I overwrote what I had, so it was just the one missing.

I got results similar to havoc9826. A steady 32FPS normally, and it dropped to a steady 26-29FPS with rain. At times during rain (notably in the upper left where you start), it dipped to about 24. Lightning didn't seem to lower FPS at all. My PC isn't overly powerful though.

Operating System: Windows XP Professional (5.1, Build 2600) Service Pack 2  
(2600.xpsp\_sp2\_gdr.070227-2254)

Language: English (Regional Setting: English)

System Manufacturer: Dell Computer Corporation

System Model: OptiPlex GX270

BIOS: Phoenix ROM BIOS PLUS Version 1.10 A07

Processor: Intel(R) Pentium(R) 4 CPU 2.80GHz (2 CPUs)

Memory: 1022MB RAM

Page File: 230MB used, 1206MB available

Windows Dir: C:\WINDOWS

DirectX Version: DirectX 9.0c (4.09.0000.0904)

DX Setup Parameters: Not found

DxDiag Version: 5.03.2600.2180 32bit Unicode

Not sure if video card/driver info is relevant.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Dave Anderson](#) on Tue, 13 Nov 2007 05:54:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

0 - 4 FPS

-----  
System Information  
-----

Time of this report: 11/12/2007, 22:53:34  
Machine name: DCOM-50AE612EA4  
Operating System: Windows XP Home Edition (5.1, Build 2600) Service Pack 2  
(2600.xpsp\_sp2\_gdr.070227-2254)  
Language: English (Regional Setting: English)  
System Manufacturer: Dell Computer Corporation  
System Model: Dimension 3000  
BIOS: Phoenix ROM BIOS PLUS Version 1.10 A03  
Processor: Intel(R) Pentium(R) 4 CPU 2.80GHz  
Memory: 758MB RAM  
Page File: 232MB used, 2530MB available  
Windows Dir: C:\WINDOWS  
DirectX Version: DirectX 9.0c (4.09.0000.0904)  
DX Setup Parameters: Not found  
DxDiag Version: 5.03.2600.2180 32bit Unicode

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Ryu](#) on Tue, 13 Nov 2007 06:34:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Question: Will the engine be open source or closed source?

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 06:42:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's and MMORPG.....Sure you can figure the answer to that out

@Dave Anderson Seriously? With your stats it doesn't seem likely.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Ryu](#) on Tue, 13 Nov 2007 06:48:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Tue, 13 November 2007 00:42It's and MMORPG.....Sure you can figure the

answer to that out

@Dave Anderson Seriously? With your stats it doesn't seem likely.

I'm tired, Y/N.

I said engine, not the game itself.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 06:52:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well I could strip out all the PCA stuff...sure but I hadn't planned to release the source code just to not help the cheaters. I've been writing the code interchangeably so making a different game on this engine would be do-able.

I'm using the usual server side anti-cheating techniques of course but why make it hard on myself?

As of right now I would let people use the engine. No promises in the future though

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Ryu](#) on Tue, 13 Nov 2007 06:56:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ahh, I assumed it would be open source to avoid a law suit from Nintendo.

But.. If it's going to be free.. then I don't think you'd get one anyway.

yeah, Server side is the way to go though!

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 07:00:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah no worries, if Nintendo tries to do anything Ill just move my servers to a hell hole country. like Canada

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [nikki6ixx](#) on Tue, 13 Nov 2007 07:37:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Tue, 13 November 2007 01:00Yeah no worries, if Nintendo tries to do anything Ill just move my servers to a hell hole country. like Canada

I'd take that back if I were you. Do you remember a little site called Demonoid?

Of course you do.

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 07:41:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

They are currently moving their server, will be back shortly.

[http://en.wikipedia.org/wiki/Demonoid#November\\_09.2C\\_2007](http://en.wikipedia.org/wiki/Demonoid#November_09.2C_2007)

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Caveman](#) on Tue, 13 Nov 2007 08:04:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Constant 32 FPS. Although when I moved the window over a little to check my MSN it dropped down to 15. Does that count?

Specs:

Toggle Spoiler

-----  
System Information

-----  
Time of this report: 11/13/2007, 08:06:26

Machine name: CAVEMAN-54C5262

Operating System: Windows XP Professional (5.1, Build 2600) Service Pack 2  
(2600.xpsp\_sp2\_rtm.040803-2158)

Language: English (Regional Setting: English)

System Manufacturer: Winfast

System Model: N570SM2AA

BIOS: Phoenix - AwardBIOS v6.00PG

Processor: AMD Athlon(tm) 64 X2 Dual Core Processor 6000+, MMX, 3DNow (2 CPUs),  
~3.0GHz

Memory: 2048MB RAM

Page File: 535MB used, 3404MB available

Windows Dir: C:\WINDOWS

DirectX Version: DirectX 9.0c (4.09.0000.0904)

DX Setup Parameters: Not found

DxDiag Version: 5.03.2600.2180 32bit Unicode

-----  
DxDiag Notes  
-----

DirectX Files Tab: No problems found.

Display Tab 1: The file nv4\_disp.dll is not digitally signed, which means that it has not been tested by Microsoft's Windows Hardware Quality Labs (WHQL). You may be able to get a WHQL logo'd driver from the hardware manufacturer.

Sound Tab 1: No problems found.

Music Tab: No problems found.

Input Tab: No problems found.

Network Tab: No problems found.

-----  
DirectX Debug Levels  
-----

Direct3D: 0/4 (n/a)

DirectDraw: 0/4 (retail)

DirectInput: 0/5 (n/a)

DirectMusic: 0/5 (n/a)

DirectPlay: 0/9 (retail)

DirectSound: 0/5 (retail)

DirectShow: 0/6 (retail)

-----  
Display Devices  
-----

Card name: NVIDIA GeForce 7900 GS

Manufacturer: NVIDIA

Chip type: GeForce 7900 GS

DAC type: Integrated RAMDAC

Device Key: Enum\PCI\VEN\_10DE&DEV\_0292&SUBSYS\_22181682&REV\_A1

Display Memory: 256.0 MB

Current Mode: 1440 x 900 (32 bit) (75Hz)

Monitor: Plug and Play Monitor

Monitor Max Res: 1600,1200

Driver Name: nv4\_disp.dll

Driver Version: 6.14.0010.9424 (English)

DDI Version: 9 (or higher)

Driver Attributes: Final Retail

Driver Date/Size: 4/19/2007 13:26:00, 4543616 bytes

WHQL Logo'd: No

WHQL Date Stamp: None

VDD: n/a

Mini VDD: nv4\_mini.sys

Mini VDD Date: 4/19/2007 13:26:00, 3988384 bytes

Device Identifier: {D7B71E3E-41D2-11CF-E251-120200C2CB35}

Vendor ID: 0x10DE

Device ID: 0x0292

SubSys ID: 0x22181682

Revision ID: 0x00A1

Revision ID: 0x00A1

Video Accel: ModeMPEG2\_A ModeMPEG2\_B ModeMPEG2\_C ModeMPEG2\_D

ModeWMV9\_B ModeWMV9\_A

Deinterlace Caps: {212DC724-3235-44A4-BD29-E1652BBCC71C}:

Format(In/Out)=(YUY2,YUY2) Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB

VideoProcess\_StretchX VideoProcess\_StretchY DeinterlaceTech\_PixelAdaptive

{335AA36E-7884-43A4-9C91-7F87FAF3E37E}: Format(In/Out)=(YUY2,YUY2)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_BOBVerticalStretch

{212DC724-3235-44A4-BD29-E1652BBCC71C}: Format(In/Out)=(UYVY,YUY2)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_PixelAdaptive

{335AA36E-7884-43A4-9C91-7F87FAF3E37E}: Format(In/Out)=(UYVY,YUY2)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_BOBVerticalStretch

{212DC724-3235-44A4-BD29-E1652BBCC71C}: Format(In/Out)=(YV12,0x3231564e)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_PixelAdaptive

{335AA36E-7884-43A4-9C91-7F87FAF3E37E}: Format(In/Out)=(YV12,0x3231564e)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_BOBVerticalStretch

{212DC724-3235-44A4-BD29-E1652BBCC71C}: Format(In/Out)=(NV12,0x3231564e)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_PixelAdaptive

{335AA36E-7884-43A4-9C91-7F87FAF3E37E}: Format(In/Out)=(NV12,0x3231564e)

Frames(Prev/Fwd/Back)=(0,0,0) Caps=VideoProcess\_YUV2RGB VideoProcess\_StretchX

VideoProcess\_StretchY DeinterlaceTech\_BOBVerticalStretch

Registry: OK

DDraw Status: Enabled

D3D Status: Enabled

AGP Status: Enabled

DDraw Test Result: Not run

D3D7 Test Result: Not run

D3D8 Test Result: Not run

D3D9 Test Result: Not run

-----  
Sound Devices

-----  
Description: SB X-Fi Audio [9C00]

Default Sound Playback: Yes

Default Voice Playback: Yes

Hardware ID: PCI\VEN\_1102&DEV\_0005&SUBSYS\_002C1102&REV\_00

Manufacturer ID: 1

Product ID: 100

Type: WDM

Driver Name: ctaud2k.sys  
Driver Version: 5.12.0001.1187 (English)  
Driver Attributes: Final Retail  
WHQL Logo'd: Yes  
Date and Size: 8/17/2006 11:17:10, 500480 bytes  
Other Files:  
Driver Provider: Creative  
HW Accel Level: Full  
Cap Flags: 0xF5F  
Min/Max Sample Rate: 1, 192000  
Static/Strm HW Mix Bufs: 128, 128  
Static/Strm HW 3D Bufs: 128, 128  
HW Memory: 0  
Voice Management: Yes  
EAX(tm) 2.0 Listen/Src: Yes, Yes  
I3DL2(tm) Listen/Src: No, No  
Sensaura(tm) ZoomFX(tm): No  
Registry: OK  
Sound Test Result: Not run

-----  
Sound Capture Devices  
-----

Description: SB X-Fi Audio [9C00]  
Default Sound Capture: Yes  
Default Voice Capture: Yes  
Driver Name: ctaud2k.sys  
Driver Version: 5.12.0001.1187 (English)  
Driver Attributes: Final Retail  
Date and Size: 8/17/2006 11:17:10, 500480 bytes  
Cap Flags: 0x41  
Format Flags: 0xFFFF

-----  
DirectMusic  
-----

DLS Path: C:\WINDOWS\SYSTEM32\drivers\GM.DLS  
DLS Version: 1.00.0016.0002  
Acceleration: Enabled  
Ports: SB X-Fi DMusic Synth [9C00], Hardware (Kernel Mode), Output, DLS, Internal,  
Default Port  
SB X-Fi Audio [9C00], Software (Kernel Mode), Output, DLS, Internal  
Microsoft MIDI Mapper [Emulated], Hardware (Not Kernel Mode), Output, No DLS,  
Internal  
SB X-Fi Synth B [9C00] [Emulated], Hardware (Not Kernel Mode), Output, No DLS,  
Internal  
SB X-Fi Synth A [9C00] [Emulated], Hardware (Not Kernel Mode), Output, No DLS,  
Internal

Microsoft GS Wavetable SW Synth [Emulated], Hardware (Not Kernel Mode), Output,  
No DLS, Internal  
Microsoft Synthesizer, Software (Not Kernel Mode), Output, DLS, Internal  
Registry: OK  
Test Result: Not run

-----  
DirectInput Devices  
-----

Device Name: Mouse  
Attached: 1  
Controller ID: n/a  
Vendor/Product ID: n/a  
FF Driver: n/a

Device Name: Keyboard  
Attached: 1  
Controller ID: n/a  
Vendor/Product ID: n/a  
FF Driver: n/a

Device Name: USB Receiver  
Attached: 1  
Controller ID: 0x0  
Vendor/Product ID: 0x046D, 0xC50C  
FF Driver: n/a

Device Name: USB Receiver  
Attached: 1  
Controller ID: 0x0  
Vendor/Product ID: 0x046D, 0xC50C  
FF Driver: n/a

Device Name: USB Receiver  
Attached: 1  
Controller ID: 0x0  
Vendor/Product ID: 0x046D, 0xC50C  
FF Driver: n/a

Device Name: USB Receiver  
Attached: 1  
Controller ID: 0x0  
Vendor/Product ID: 0x046D, 0xC50C  
FF Driver: n/a

Poll w/ Interrupt: No  
Registry: OK

-----  
USB Devices  
-----

+ USB Root Hub

| Vendor/Product ID: 0x10DE, 0x036C  
| Matching Device ID: usb\root\_hub  
| Service: ushuhub  
| Driver: ushuhub.sys, 8/3/2004 21:08:44, 57600 bytes  
| Driver: usbd.sys, 8/23/2001 11:00:00, 4736 bytes

-----  
Gameport Devices  
-----

-----  
PS/2 Devices  
-----

+ Logitech HID-Compliant Keyboard

| Vendor/Product ID: 0x046D, 0xC50C  
| Matching Device ID: hid\vid\_046d&pid\_c50c&mi\_00  
| Service: kbdhid  
| Driver: kbdhid.sys, 8/3/2004 22:58:36, 14848 bytes  
| Driver: kbdclass.sys, 8/3/2004 22:58:34, 24576 bytes  
|

+ Terminal Server Keyboard Driver

| Matching Device ID: root\rdp\_kbd  
| Upper Filters: kbdclass  
| Service: TermDD  
| Driver: termdd.sys, 8/4/2004 01:01:08, 40840 bytes  
| Driver: kbdclass.sys, 8/3/2004 22:58:34, 24576 bytes  
|

+ Logitech HID-compliant Cordless Mouse

| Vendor/Product ID: 0x046D, 0xC50C  
| Matching Device ID: hid\vid\_046d&pid\_c50c&mi\_01&col01  
| Upper Filters: LMouFilt  
| Lower Filters: LHidFilt  
| Service: mouhid  
| Driver: mouhid.sys, 8/17/2001 13:48:00, 12160 bytes  
| Driver: mouclass.sys, 8/3/2004 22:58:34, 23040 bytes  
| Driver: LHidFilt.Sys, 1/23/2007 15:45:00, 34576 bytes  
| Driver: LMouFilt.Sys, 1/23/2007 15:45:00, 33296 bytes  
| Driver: KHALMNP.R.Exe, 1/23/2007 15:44:00, 101136 bytes  
| Driver: WdfColInstaller01005.dll, 1/23/2007 15:45:00, 1419024 bytes  
|

+ Terminal Server Mouse Driver

| Matching Device ID: root\rdp\_mou  
| Upper Filters: mouclass  
| Service: TermDD

| Driver: termdd.sys, 8/4/2004 01:01:08, 40840 bytes  
| Driver: mouclass.sys, 8/3/2004 22:58:34, 23040 bytes

-----  
DirectPlay Service Providers  
-----

DirectPlay8 Modem Service Provider - Registry: OK, File: dpnet.dll (5.03.2600.2180)  
DirectPlay8 Serial Service Provider - Registry: OK, File: dpnet.dll (5.03.2600.2180)  
DirectPlay8 IPX Service Provider - Registry: OK, File: dpnet.dll (5.03.2600.2180)  
DirectPlay8 TCP/IP Service Provider - Registry: OK, File: dpnet.dll (5.03.2600.2180)  
Internet TCP/IP Connection For DirectPlay - Registry: OK, File: dpwsockx.dll (5.03.2600.2180)  
IPX Connection For DirectPlay - Registry: OK, File: dpwsockx.dll (5.03.2600.2180)  
Modem Connection For DirectPlay - Registry: OK, File: dpmodemx.dll (5.03.2600.2180)  
Serial Connection For DirectPlay - Registry: OK, File: dpmodemx.dll (5.03.2600.2180)

DirectPlay Voice Wizard Tests: Full Duplex: Not run, Half Duplex: Not run, Mic: Not run  
DirectPlay Test Result: Not run  
Registry: OK

-----  
DirectPlay Adapters  
-----

DirectPlay8 Serial Service Provider: COM1  
DirectPlay8 TCP/IP Service Provider: Wireless Network Connection - IPv4 -

-----  
DirectPlay Voice Codecs  
-----

Voxware VR12 1.4kbit/s  
Voxware SC06 6.4kbit/s  
Voxware SC03 3.2kbit/s  
MS-PCM 64 kbit/s  
MS-ADPCM 32.8 kbit/s  
Microsoft GSM 6.10 13 kbit/s  
TrueSpeech(TM) 8.6 kbit/s

-----  
DirectPlay Lobbyable Apps  
-----

-----  
Disk & DVD/CD-ROM Drives  
-----

Drive: C:  
Free Space: 2.9 GB  
Total Space: 10.5 GB  
File System: NTFS  
Model: Maxtor 34098H4

Drive: D:  
Free Space: 9.6 GB  
Total Space: 28.6 GB  
File System: NTFS  
Model: Maxtor 34098H4

Drive: E:  
Free Space: 14.1 GB  
Total Space: 78.5 GB  
File System: NTFS  
Model: HDS728080PLAT20

Drive: G:  
Free Space: 0.2 GB  
Total Space: 10.0 GB  
File System: NTFS  
Model: WDC WD2500KS-00MJB0

Drive: I:  
Free Space: 0.5 GB  
Total Space: 10.0 GB  
File System: NTFS  
Model: WDC WD2500KS-00MJB0

Drive: M:  
Free Space: 0.8 GB  
Total Space: 15.0 GB  
File System: NTFS  
Model: WDC WD2500KS-00MJB0

Drive: S:  
Free Space: 6.0 GB  
Total Space: 203.5 GB  
File System: NTFS  
Model: WDC WD2500KS-00MJB0

Drive: F:  
Model: HL-DT-ST DVDRAM GSA-H10N  
Driver: c:\windows\system32\drivers\cdrom.sys, 5.01.2600.2180 (English), 8/3/2004 20:59:54,  
49536 bytes

Drive: H:  
Model: VX5208V PVR032K SCSI CdRom Device  
Driver: c:\windows\system32\drivers\cdrom.sys, 5.01.2600.2180 (English), 8/3/2004 20:59:54,  
49536 bytes

-----

## System Devices

-----  
Name: Standard Dual Channel PCI IDE Controller  
Device ID: PCI\VEN\_197B&DEV\_2363&SUBSYS\_0D12105B&REV\_02\4&27F50789&0&am  
p;0060

Driver: C:\WINDOWS\system32\DRIVERS\pciidx.sys, 5.01.2600.2180 (English), 8/3/2004  
20:59:42, 25088 bytes

Driver: C:\WINDOWS\system32\DRIVERS\atapi.sys, 5.01.2600.2180 (English), 8/3/2004  
20:59:44, 95360 bytes

Driver: C:\WINDOWS\system32\DRIVERS\pciide.sys, 5.01.2600.0000 (English), 8/23/2001  
11:00:00, 3328 bytes

Name: DWL-G520M Wireless 108G MIMO PCI Adapter  
Device ID: PCI\VEN\_168C&DEV\_0020&SUBSYS\_3A681186&REV\_01\4&2BE4B97F&0&am  
p;4030

Driver: C:\WINDOWS\system32\DRIVERS\ar5513.sys, 1.00.0000.0056 (English), 9/13/2005  
06:48:46, 358464 bytes

Name: Creative SB X-Fi  
Device ID: PCI\VEN\_1102&DEV\_0005&SUBSYS\_002C1102&REV\_00\4&2BE4B97F&0&am  
p;4830

Driver: C:\WINDOWS\system32\ksuser.dll, 5.03.2600.2180 (English), 8/4/2004 00:56:44, 4096  
bytes

Driver: C:\WINDOWS\system32\ksproxy.ax, 5.03.2600.2180 (English), 8/4/2004 00:56:58,  
130048 bytes

Driver: C:\WINDOWS\system32\drivers\ks.sys, 5.03.2600.2180 (English), 8/3/2004 23:15:22,  
140928 bytes

Driver: C:\WINDOWS\system32\drivers\drmk.sys, 5.01.2600.2180 (English), 8/3/2004 23:08:00,  
60288 bytes

Driver: C:\WINDOWS\system32\drivers\portcls.sys, 5.01.2600.1364 (English), 3/16/2004  
10:58:20, 136960 bytes

Driver: C:\WINDOWS\system32\drivers\stream.sys, 5.03.2600.2180 (English), 8/3/2004  
23:08:04, 48640 bytes

Driver: C:\WINDOWS\system32\wdmaud.drv, 5.01.2600.2180 (English), 8/4/2004 00:56:58,  
23552 bytes

Driver: C:\WINDOWS\system32\drivers\ctac32k.sys, 5.12.0001.1187 (English), 8/17/2006  
11:14:24, 502272 bytes

Driver: C:\WINDOWS\system32\drivers\ctaud2k.sys, 5.12.0001.1187 (English), 8/17/2006  
11:17:10, 500480 bytes

Driver: C:\WINDOWS\system32\drivers\ctoss2k.sys, 5.12.0001.1187 (English), 8/17/2006  
11:15:00, 116224 bytes

Driver: C:\WINDOWS\system32\drivers\ctprxy2k.sys, 5.12.0001.1187 (English), 8/17/2006  
11:17:12, 7168 bytes

Driver: C:\WINDOWS\system32\drivers\ctsfm2k.sys, 5.12.0001.1187 (English), 8/17/2006  
11:14:42, 143872 bytes

Driver: C:\WINDOWS\system32\drivers\emupia2k.sys, 5.12.0001.1187 (English), 8/17/2006  
11:14:38, 78336 bytes

Driver: C:\WINDOWS\system32\drivers\ha10kx2k.sys, 5.12.0001.1187 (English), 8/17/2006

11:15:24, 765952 bytes  
Driver: C:\WINDOWS\system32\drivers\haP16v2k.sys, 5.12.0001.1187 (English), 8/17/2006

11:15:32, 154112 bytes  
Driver: C:\WINDOWS\system32\drivers\haP17v2k.sys, 5.12.0001.1187 (English), 8/17/2006

11:15:38, 180224 bytes  
Driver: C:\WINDOWS\system32\drivers\ha20x2k.sys, 5.12.0001.1187 (English), 8/17/2006

11:16:32, 1110528 bytes  
Driver: C:\WINDOWS\system32\drivers\pfmodnt.sys, 3.00.0000.0012 (English), 8/17/2006

11:32:56, 8192 bytes  
Driver: C:\WINDOWS\system32\ctdlang.dat, 8/17/2006 11:22:58, 323640 bytes  
Driver: C:\WINDOWS\system32\ctdnistr.dat, 8/17/2006 11:22:58, 44567 bytes  
Driver: C:\WINDOWS\system32\ctstatic.dat, 8/17/2006 11:11:10, 313207 bytes  
Driver: C:\WINDOWS\system32\ctdaught.dat, 8/17/2006 11:11:10, 53932 bytes  
Driver: C:\WINDOWS\system32\A3d.dll, 80.00.0000.0003 (English), 8/17/2006 11:32:46, 33792 bytes

Driver: C:\WINDOWS\system32\commonfx.dll, 5.12.0001.1187 (English), 8/17/2006 11:20:36, 87552 bytes  
Driver: C:\WINDOWS\system32\ctaudfx.dll, 5.12.0001.1187 (English), 8/17/2006 11:20:48, 536576 bytes  
Driver: C:\WINDOWS\system32\ctsblfx.dll, 5.12.0001.1187 (English), 8/17/2006 11:21:30, 548352 bytes  
Driver: C:\WINDOWS\system32\cteapsfx.dll, 5.12.0001.1187 (English), 8/17/2006 11:21:12, 160768 bytes  
Driver: C:\WINDOWS\system32\CTEXFIFX.dll, 5.12.0001.1187 (English), 8/17/2006 11:21:44, 1170432 bytes  
Driver: C:\WINDOWS\system32\CTHWIUT.DLL, 5.12.0001.1187 (English), 8/17/2006 11:22:02, 61952 bytes  
Driver: C:\WINDOWS\system32\CT20XUT.DLL, 5.12.0001.1187 (English), 8/17/2006 11:22:00, 158720 bytes  
Driver: C:\WINDOWS\system32\ctemupia.dll, 5.12.0001.1187 (English), 8/17/2006 11:22:02, 108032 bytes  
Driver: C:\WINDOWS\system32\piaproxy.dll, 5.12.0001.1187 (English), 8/17/2006 11:14:28, 73728 bytes  
Driver: C:\WINDOWS\system32\ctdproxy.dll, 5.12.0001.1187 (English), 8/17/2006 11:16:38, 71680 bytes  
Driver: C:\WINDOWS\system32\sfman32.dll, 5.12.0001.0130 (English), 8/17/2006 11:14:50, 21504 bytes  
Driver: C:\WINDOWS\system32\data\cts20x.dat, 8/17/2006 11:11:10, 2091 bytes  
Driver: C:\WINDOWS\system32\data\ctd20x.dat, 8/17/2006 11:11:10, 15899 bytes  
Driver: C:\WINDOWS\system32\SBXFi.ico, 2/7/2005 17:45:22, 766 bytes  
Driver: C:\WINDOWS\system32\XFi.bmp, 2/7/2005 17:45:22, 3128 bytes  
Driver: C:\WINDOWS\system32\ctcoinst.dll, 3.00.0002.0036 (English), 8/17/2006 11:33:36, 81920 bytes  
Driver: C:\WINDOWS\system32\ctdvinst.dll, 0.04.0000.0036 (English), 8/17/2006 11:33:36, 146432 bytes  
Driver: C:\WINDOWS\system32\drivers\ctdvda2k.sys, 5.13.0001.0461 (English), 8/17/2006 11:23:00, 340176 bytes

Name: NVIDIA nForce 590/570/550 Serial ATA Controller  
Device ID: PCI\VEN\_10DE&DEV\_037F&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&am  
p;2A  
Driver: C:\WINDOWS\system32\DRIVERS\nvata.sys, 5.10.2600.0666 (English), 4/24/2006  
09:52:28, 100736 bytes  
Driver: C:\WINDOWS\system32\idecoi.dll, 1.00.0000.0001 (English), 4/24/2006 09:52:30,  
289792 bytes  
Driver: C:\WINDOWS\system32\idecoiins.dll, 1.00.0000.0001 (English), 4/24/2006 09:52:30,  
289792 bytes  
Driver: C:\WINDOWS\system32\NVCOI.DLL, 1.00.0000.0035 (English), 4/14/2006 06:01:20,  
35840 bytes

Name: NVIDIA nForce 590/570/550 Serial ATA Controller  
Device ID: PCI\VEN\_10DE&DEV\_037F&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&am  
p;29  
Driver: C:\WINDOWS\system32\DRIVERS\nvata.sys, 5.10.2600.0666 (English), 4/24/2006  
09:52:28, 100736 bytes  
Driver: C:\WINDOWS\system32\idecoi.dll, 1.00.0000.0001 (English), 4/24/2006 09:52:30,  
289792 bytes  
Driver: C:\WINDOWS\system32\idecoiins.dll, 1.00.0000.0001 (English), 4/24/2006 09:52:30,  
289792 bytes  
Driver: C:\WINDOWS\system32\NVCOI.DLL, 1.00.0000.0035 (English), 4/14/2006 06:01:20,  
35840 bytes

Name: NVIDIA nForce 590/570/550 Serial ATA Controller  
Device ID: PCI\VEN\_10DE&DEV\_037F&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&am  
p;28  
Driver: C:\WINDOWS\system32\DRIVERS\nvata.sys, 5.10.2600.0666 (English), 4/24/2006  
09:52:28, 100736 bytes  
Driver: C:\WINDOWS\system32\idecoi.dll, 1.00.0000.0001 (English), 4/24/2006 09:52:30,  
289792 bytes  
Driver: C:\WINDOWS\system32\idecoiins.dll, 1.00.0000.0001 (English), 4/24/2006 09:52:30,  
289792 bytes  
Driver: C:\WINDOWS\system32\NVCOI.DLL, 1.00.0000.0035 (English), 4/14/2006 06:01:20,  
35840 bytes

Name: PCI standard PCI-to-PCI bridge  
Device ID: PCI\VEN\_10DE&DEV\_0377&SUBSYS\_00000000&REV\_A2\3&2411E6FE&0&am  
p;78  
Driver: C:\WINDOWS\system32\DRIVERS\pci.sys, 5.01.2600.2180 (English), 8/3/2004  
21:07:48, 68224 bytes

Name: PCI standard PCI-to-PCI bridge  
Device ID: PCI\VEN\_10DE&DEV\_0374&SUBSYS\_00000000&REV\_A2\3&2411E6FE&0&am  
p;60  
Driver: C:\WINDOWS\system32\DRIVERS\pci.sys, 5.01.2600.2180 (English), 8/3/2004  
21:07:48, 68224 bytes

Name: NVIDIA Network Bus Enumerator

Device ID: PCI\VEN\_10DE&DEV\_0373&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&am  
p;48

Driver: C:\WINDOWS\system32\DRIVERS\nvnetbus.sys, 1.00.0002.5521 (English), 3/22/2006  
06:24:02, 18944 bytes

Driver: C:\WINDOWS\system32\DRIVERS\nvnm.sys, 5.00.0005.5521 (English), 3/22/2006  
06:23:40, 1068800 bytes

Driver: C:\WINDOWS\system32\DRIVERS\nvsnpu.sys, 5.00.0001.5521 (English), 3/22/2006  
06:23:18, 261120 bytes

Driver: C:\WINDOWS\system32\bdco1.dll, 1.00.0000.0000 (English), 3/22/2006 06:21:44,  
10240 bytes

Driver: C:\WINDOWS\system32\bdco1ins.dll, 1.00.0000.0000 (English), 3/22/2006 06:21:44,  
10240 bytes

Driver: C:\WINDOWS\system32\nvconrm.dll, 1.00.0000.0035 (English), 3/14/2006 13:45:22,  
35840 bytes

Name: NVIDIA Network Bus Enumerator

Device ID: PCI\VEN\_10DE&DEV\_0373&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&am  
p;40

Driver: C:\WINDOWS\system32\DRIVERS\nvnetbus.sys, 1.00.0002.5521 (English), 3/22/2006  
06:24:02, 18944 bytes

Driver: C:\WINDOWS\system32\DRIVERS\nvnm.sys, 5.00.0005.5521 (English), 3/22/2006  
06:23:40, 1068800 bytes

Driver: C:\WINDOWS\system32\DRIVERS\nvsnpu.sys, 5.00.0001.5521 (English), 3/22/2006  
06:23:18, 261120 bytes

Driver: C:\WINDOWS\system32\bdco1.dll, 1.00.0000.0000 (English), 3/22/2006 06:21:44,  
10240 bytes

Driver: C:\WINDOWS\system32\bdco1ins.dll, 1.00.0000.0000 (English), 3/22/2006 06:21:44,  
10240 bytes

Driver: C:\WINDOWS\system32\nvconrm.dll, 1.00.0000.0035 (English), 3/14/2006 13:45:22,  
35840 bytes

Name: PCI standard PCI-to-PCI bridge

Device ID: PCI\VEN\_10DE&DEV\_0370&SUBSYS\_00000000&REV\_A2\3&2411E6FE&0&am  
p;30

Driver: C:\WINDOWS\system32\DRIVERS\pci.sys, 5.01.2600.2180 (English), 8/3/2004  
21:07:48, 68224 bytes

Name: Standard Dual Channel PCI IDE Controller

Device ID: PCI\VEN\_10DE&DEV\_036E&SUBSYS\_0D12105B&REV\_A1\3&2411E6FE&0&am  
p;20

Driver: C:\WINDOWS\system32\DRIVERS\pciidex.sys, 5.01.2600.2180 (English), 8/3/2004  
20:59:42, 25088 bytes

Driver: C:\WINDOWS\system32\DRIVERS\atapi.sys, 5.01.2600.2180 (English), 8/3/2004  
20:59:44, 95360 bytes

Driver: C:\WINDOWS\system32\DRIVERS\pciide.sys, 5.01.2600.0000 (English), 8/23/2001  
11:00:00, 3328 bytes

Name: Standard Enhanced PCI to USB Host Controller

Device ID: PCI\VEN\_10DE&DEV\_036D&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&amp;p;11

Driver: C:\WINDOWS\system32\drivers\usbehci.sys, 5.01.2600.2180 (English), 8/3/2004 21:08:38, 26624 bytes

Driver: C:\WINDOWS\system32\drivers\usbport.sys, 5.01.2600.2180 (English), 8/3/2004 21:08:44, 142976 bytes

Driver: C:\WINDOWS\system32\usbui.dll, 5.01.2600.2180 (English), 8/4/2004 00:56:48, 74240 bytes

Driver: C:\WINDOWS\system32\drivers\usbhub.sys, 5.01.2600.2180 (English), 8/3/2004 21:08:44, 57600 bytes

Driver: C:\WINDOWS\system32\hccoin.dll, 5.01.2600.2180 (English), 8/3/2004 22:56:44, 7168 bytes

Name: Standard OpenHCD USB Host Controller

Device ID: PCI\VEN\_10DE&DEV\_036C&SUBSYS\_0D12105B&REV\_A1\3&2411E6FE&0&amp;p;10

Driver: C:\WINDOWS\system32\drivers\usbohci.sys, 5.01.2600.2180 (English), 8/3/2004 21:08:38, 17024 bytes

Driver: C:\WINDOWS\system32\drivers\usbport.sys, 5.01.2600.2180 (English), 8/3/2004 21:08:44, 142976 bytes

Driver: C:\WINDOWS\system32\usbui.dll, 5.01.2600.2180 (English), 8/4/2004 00:56:48, 74240 bytes

Driver: C:\WINDOWS\system32\drivers\usbhub.sys, 5.01.2600.2180 (English), 8/3/2004 21:08:44, 57600 bytes

Name: PCI standard RAM Controller

Device ID: PCI\VEN\_10DE&DEV\_0369&SUBSYS\_CB8410DE&REV\_A1\3&2411E6FE&0&amp;p;00

Driver: n/a

Name: NVIDIA nForce PCI System Management

Device ID: PCI\VEN\_10DE&DEV\_0368&SUBSYS\_0D12105B&REV\_A2\3&2411E6FE&0&amp;p;09

Driver: n/a

Name: PCI standard ISA bridge

Device ID: PCI\VEN\_10DE&DEV\_0360&SUBSYS\_00000000&REV\_A2\3&2411E6FE&0&amp;p;08

Driver: C:\WINDOWS\system32\DRIVERS\isapnp.sys, 5.01.2600.0000 (English), 8/23/2001 11:00:00, 35840 bytes

Name: NVIDIA GeForce 7900 GS

Device ID: PCI\VEN\_10DE&DEV\_0292&SUBSYS\_22181682&REV\_A1\4&5E1D6BE&0&amp;0078

Driver: C:\WINDOWS\system32\DRIVERS\nv4\_mini.sys, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 3988384 bytes

Driver: C:\WINDOWS\system32\nv4\_disp.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00,

4543616 bytes

Driver: C:\WINDOWS\system32\invsvc32.exe, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 159810 bytes

Driver: C:\WINDOWS\system32\invhwid.dll, 6.14.0010.9424 (), 4/19/2007 13:26:00, 581632 bytes

Driver: C:\WINDOWS\system32\invapi.dll, 6.14.0010.9424 (), 4/19/2007 13:26:00, 212992 bytes

Driver: C:\WINDOWS\system32\invogInt.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 5644288 bytes

Driver: C:\WINDOWS\system32\invcpl.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 7700480 bytes

Driver: C:\WINDOWS\system32\invmctray.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 86016 bytes

Driver: C:\WINDOWS\system32\invwddi.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 81920 bytes

Driver: C:\WINDOWS\system32\invnt4cpl.dll, 6.14.0010.11090 (English), 4/19/2007 13:26:00, 286720 bytes

Driver: C:\WINDOWS\system32\invmccs.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 229376 bytes

Driver: C:\WINDOWS\system32\invdisps.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 5619712 bytes

Driver: C:\WINDOWS\system32\invgames.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 3035136 bytes

Driver: C:\WINDOWS\system32\invmccss.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 188416 bytes

Driver: C:\WINDOWS\system32\invmobls.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 888832 bytes

Driver: C:\WINDOWS\system32\invvitvs.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 2924544 bytes

Driver: C:\WINDOWS\system32\invwss.dll, 6.14.0010.9424 (English), 4/19/2007 13:26:00, 1236992 bytes

Driver: C:\WINDOWS\help\invcpl.hlp, 4/19/2007 13:26:00, 177897 bytes

Driver: C:\WINDOWS\help\invwcplen.hlp, 4/19/2007 13:26:00, 55444 bytes

Driver: C:\WINDOWS\system32\invcod.dll, 1.00.0000.0035 (English), 4/19/2007 13:26:00, 35840 bytes

Driver: C:\WINDOWS\system32\invcodins.dll, 1.00.0000.0035 (English), 4/19/2007 13:26:00, 35840 bytes

Name: PCI standard host CPU bridge

Device ID: PCI\VEN\_1022&DEV\_1103&SUBSYS\_00000000&REV\_00\3&2411E6FE&0&am p;C3

Driver: n/a

Name: PCI standard host CPU bridge

Device ID: PCI\VEN\_1022&DEV\_1102&SUBSYS\_00000000&REV\_00\3&2411E6FE&0&am p;C2

Driver: n/a

Name: PCI standard host CPU bridge

Device ID: PCI\VEN\_1022&DEV\_1101&SUBSYS\_00000000&REV\_00\3&2411E6FE&0&am  
p;C1  
Driver: n/a

Name: PCI standard host CPU bridge  
Device ID: PCI\VEN\_1022&DEV\_1100&SUBSYS\_00000000&REV\_00\3&2411E6FE&0&am  
p;C0  
Driver: n/a

-----  
DirectX Components  
-----

ddraw.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 266240 bytes  
ddrawex.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 27136 bytes  
dxapi.sys: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 10496 bytes  
d3d8.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:42 1179648 bytes  
d3d8thk.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:42 8192 bytes  
d3d9.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:42 1689088 bytes  
d3dim.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 436224 bytes  
d3dim700.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:42 825344 bytes  
d3dramp.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 590336 bytes  
d3drm.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 350208 bytes  
d3dxof.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 47616 bytes  
d3dpmesh.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 34816 bytes  
dplay.dll: 5.00.2134.0001 English Final Retail 8/23/2001 11:00:00 33040 bytes  
dplayx.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 229888 bytes  
dpmodemx.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 23552 bytes  
dpwsock.dll: 5.00.2134.0001 English Final Retail 8/23/2001 11:00:00 42768 bytes  
dpwsockx.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 57344 bytes  
dplaysvr.exe: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:50 30208 bytes  
dpnsvr.exe: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:50 18432 bytes  
dpnet.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 375296 bytes  
dpnlobby.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:04 3584 bytes  
dpnaddr.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:04 3584 bytes  
dpvoice.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 212480 bytes  
dpvsetup.exe: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:50 83456 bytes  
dpvvox.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 116736 bytes  
dpvacm.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 21504 bytes  
dpnhpast.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 35328 bytes  
dpnhupnp.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 60928 bytes  
dpserial.dll: 5.00.2134.0001 English Final Retail 8/23/2001 11:00:00 53520 bytes  
dinput.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 159232 bytes  
dinput8.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 181760 bytes  
dimap.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 44032 bytes  
diactfrm.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 394240 bytes  
joy.cpl: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:58 68608 bytes  
gcdef.dll: 5.01.2600.0000 English Final Retail 8/23/2001 11:00:00 76800 bytes  
pid.dll: 5.03.2600.2180 English Final Retail 8/3/2004 23:05:44 35328 bytes

dsound.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 367616 bytes  
dsound3d.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 1294336 bytes  
dswave.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 19456 bytes  
dsdmo.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 181760 bytes  
dsdmopr.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 71680 bytes  
dmusic.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 104448 bytes  
dmband.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 28672 bytes  
dmcompos.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 61440 bytes  
dmime.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 181248 bytes  
dmloader.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 35840 bytes  
dmstyle.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 105984 bytes  
dmsynth.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 103424 bytes  
dmscript.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 82432 bytes  
dx7vb.dll: 5.03.2600.2180 English Final Retail 11/6/2007 12:07:00 619008 bytes  
dx8vb.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 1227264 bytes  
dxdiag.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 2113536 bytes  
mfc40.dll: 4.01.0000.6140 English Final Retail 8/23/2001 11:00:00 924432 bytes  
mfc42.dll: 6.02.4131.0000 English Final Retail 8/3/2004 22:56:44 1028096 bytes  
wsock32.dll: 5.01.2600.2180 English Final Retail 8/3/2004 22:56:48 22528 bytes  
amstream.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:42 70656 bytes  
devenum.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:44 59904 bytes  
dxmasf.dll: 6.04.0009.1125 English Final Retail 8/3/2004 22:56:44 498205 bytes  
mciqtz32.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:44 35328 bytes  
mpg2spl.ax: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:58 148992 bytes  
msdmo.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:44 14336 bytes  
encapi.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:44 20480 bytes  
qasf.dll: 10.00.0000.3802 English Final Retail 1/28/2005 13:44:28 221184 bytes  
qcap.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:46 192512 bytes  
qdv.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:46 279040 bytes  
qdvd.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:46 385024 bytes  
qedit.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:46 562176 bytes  
qedwipes.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:26 733696 bytes  
quartz.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:46 1287680 bytes  
strmdll.dll: 4.01.0000.3928 English Final Retail 8/3/2004 22:56:46 246302 bytes  
iac25\_32.ax: 2.00.0005.0053 English Final Retail 8/3/2004 22:56:58 199680 bytes  
ir41\_32.ax: 4.51.0016.0003 English Final Retail 8/3/2004 22:56:58 848384 bytes  
ir41\_qc.dll: 4.30.0062.0002 English Final Retail 8/3/2004 22:56:44 120320 bytes  
ir41\_qcx.dll: 4.30.0064.0001 English Final Retail 8/3/2004 22:56:44 338432 bytes  
ir50\_32.dll: 5.2562.0015.0055 English Final Retail 8/3/2004 22:56:44 755200 bytes  
ir50\_qc.dll: 5.00.0063.0048 English Final Retail 8/3/2004 22:56:44 200192 bytes  
ir50\_qcx.dll: 5.00.0064.0048 English Final Retail 8/3/2004 22:56:44 183808 bytes  
ivfsrc.ax: 5.10.0002.0051 English Final Retail 8/3/2004 22:56:58 154624 bytes  
mswebdvd.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:46 204288 bytes  
ks.sys: 5.03.2600.2180 English Final Retail 8/3/2004 23:15:22 140928 bytes  
ksproxy.ax: 5.03.2600.2180 English Final Retail 8/4/2004 00:56:58 130048 bytes  
ksuser.dll: 5.03.2600.2180 English Final Retail 8/4/2004 00:56:44 4096 bytes  
stream.sys: 5.03.2600.2180 English Final Retail 8/3/2004 23:08:04 48640 bytes  
mspclock.sys: 5.03.2600.2180 English Final Retail 8/3/2004 22:58:40 5376 bytes

mispqm.sys: 5.01.2600.2180 English Final Retail 8/3/2004 22:58:42 4992 bytes  
msskssrv.sys: 5.03.2600.2180 English Final Retail 8/3/2004 22:58:42 7552 bytes  
swenum.sys: 5.03.2600.2180 English Final Retail 8/3/2004 23:05:44 4352 bytes  
mpeg2data.ax: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:58 118272 bytes  
msvidctl.dll: 6.05.2600.2180 English Final Retail 8/3/2004 22:56:44 1428480 bytes  
vbisurf.ax: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:58 30720 bytes  
msyuv.dll: 5.03.2600.2180 English Final Retail 8/3/2004 23:05:44 17408 bytes  
wstdecod.dll: 5.03.2600.2180 English Final Retail 8/3/2004 22:56:48 50688 bytes

-----  
DirectShow Filters  
-----

DirectShow Filters:  
WMAudio Decoder DMO,0x00800800,1,1,,  
WMAPro over S/PDIF DMO,0x00600800,1,1,,  
WMSpeech Decoder DMO,0x00600800,1,1,,  
WMVideo Advanced Decoder DMO,0x00800001,1,1,,  
Mpeg4s Decoder DMO,0x00800001,1,1,,  
WMV Screen decoder DMO,0x00800001,1,1,,  
WMVideo Decoder DMO,0x00800001,1,1,,  
Mpeg43 Decoder DMO,0x00800001,1,1,,  
Mpeg4 Decoder DMO,0x00800001,1,1,,  
Nero Audible Decoder,0x00200000,1,1,NeAudible.ax,4.02.0012.0009  
WMT MuxDeMux Filter,0x00200000,0,0,wmm2filt.dll,2.01.4026.0000  
ffdshow Video Decoder,0xff800001,2,1,ffdshow.ax,1.00.0003.1352  
Nero Subpicture Decoder,0x00400000,1,1,NeSubpicture.ax,4.02.0012.0009  
Full Screen Renderer,0x00200000,1,0,quartz.dll,6.05.2600.2180  
ffdshow raw video filter,0x00200000,2,1,ffdshow.ax,1.00.0003.1352  
Nero Scene Detector 2,0x00200000,2,0,NeSceneDetector.ax,4.02.0012.0009  
ffdshow Audio Decoder,0x3fffffff,1,1,ffdshow.ax,1.00.0003.1352  
Nero Stream Buffer Sink,0x00200000,0,0,NeSBE.ax,4.02.0012.0009  
Nero Subtitle,0x00200000,1,1,NeSubtitle.ax,4.02.0012.0009  
DV Muxer,0x00400000,0,0,qdv.dll,6.05.2600.2180  
Nero Digital Audio Decoder,0x00400000,1,1,NeAudio.ax,4.02.0012.0009  
Color Space Converter,0x00400001,1,1,quartz.dll,6.05.2600.2180  
WM ASF Reader,0x00400000,0,0,qasf.dll,10.00.0000.3802  
Screen Capture filter,0x00200000,0,1,wmpsrcwp.dll,10.00.0000.3802  
AVI Splitter,0x00600000,1,1,quartz.dll,6.05.2600.2180  
WMT AudioAnalyzer,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
VGA 16 Color Ditherer,0x00400000,1,1,quartz.dll,6.05.2600.2180  
Indeo® video 5.10 Compression Filter,0x00200000,1,1,ir50\_32.dll,5.2562.0015.0055  
Windows Media Audio Decoder,0x00800001,1,1,msadds32.ax,8.00.0000.4487  
AC3 Parser Filter,0x00600000,1,1,mpg2splf.ax,6.05.2600.2180  
WMT Format Conversion,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
StreamBufferSink,0x00200000,0,0,sbe.dll,6.05.2600.2180  
WMT Black Frame Generator,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero Resize,0x00400000,1,1,NeResize.ax,4.02.0012.0009

MJPEG Decompressor,0x00600000,1,1,quartz.dll,6.05.2600.2180  
Indeo® video 5.10 Decompression Filter,0x00640000,1,1,ir50\_32.dll,5.2562.0015.0055  
WMT Screen Capture filter,0x00200000,0,1,wmm2filt.dll,2.01.4026.0000  
Microsoft Screen Video Decompressor,0x00800000,1,1,msscads32.ax,8.00.0000.4487  
MPEG-I Stream Splitter,0x00600000,1,2,quartz.dll,6.05.2600.2180  
SAMI (CC) Parser,0x00400000,1,1,quartz.dll,6.05.2600.2180  
Nero AV Synchronizer,0x00200000,1,1,NeAVSync.ax,4.02.0012.0009  
MPEG Layer-3 Decoder,0x00810000,1,1,l3codecx.ax,1.05.0000.0050  
Nero Audio Stream Renderer,0x00200000,1,0,NeRender.ax,4.02.0012.0009  
MPV Decoder Filter,0x00500001,1,1,Mpeg2DecFilter.ax,1.00.0000.0003  
MPEG-2 Splitter,0x005fffff,1,0,mpg2splt.ax,6.05.2600.2180  
ACELP.net Sipro Lab Audio Decoder,0x00800001,1,1,acelpdec.ax,1.04.0000.0000  
Nero Digital AVC Audio Encoder,0x00200000,1,2,NeNDAud.ax,4.02.0012.0009  
Nero Digital AVC File Writer,0x00200000,1,0,NeNDMux.ax,4.02.0012.0009  
Nero Digital AVC Null Renderer,0x00200000,1,0,NeNDMux.ax,4.02.0012.0009  
Nero Digital AVC Muxer,0x00200000,2,1,NeNDMux.ax,4.02.0012.0009  
Nero Digital AVC Video Enc,0x00200000,1,2,,  
Nero QuickTime(tm) Video Decoder,0x00400000,1,1,NeQTDec.ax,4.02.0012.0009  
FLV Splitter,0x00600000,1,1,FLVSplitter.ax,1.00.0000.0001  
Internal Script Command Renderer,0x00800001,1,0,quartz.dll,6.05.2600.2180  
MPEG Audio Decoder,0x03680001,1,1,quartz.dll,6.05.2600.2180  
\_ VSO Preview Filter,0x00200000,0,1,VsoVprev.ax,1.01.0005.0031  
WavPack Audio Decoder,0x00600000,1,1,WavPackDSDecoder.ax,1.01.0000.0482  
File Source (Netshow URL),0x00400000,0,1,wmpasf.dll,10.00.0000.3802  
Nero Digital AVC Subpicture Enc,0x00200000,1,0,NeNDMux.ax,4.02.0012.0009  
Nero Format Converter,0x00200000,1,1,NeroFormatConv.ax,4.02.0012.0009  
Nero Overlay Mixer,0x00200000,1,1,NeOverlayMixer.ax,4.02.0012.0009  
WMT Import Filter,0x00200000,0,1,wmm2filt.dll,2.01.4026.0000  
DV Splitter,0x00600000,1,2,qdv.dll,6.05.2600.2180  
Nero Video Decoder HD,0x00400000,3,1,NeVideoHD.ax,4.02.0012.0009  
Bitmap Generate,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Windows Media Video Decoder,0x00800000,1,1,wmvds32.ax,8.00.0000.4487  
HighMAT and MPV Navigator Filter,0x00200000,0,3,HMNavigator.ax,4.02.0012.0009  
Video Mixing Renderer 9,0x00200000,1,0,quartz.dll,6.05.2600.2180  
Windows Media Video Decoder,0x00800000,1,1,wmv8ds32.ax,8.00.0000.4000  
Nero Photo Source,0x00200000,0,1,NePhotoSource.ax,4.02.0012.0009  
Haali Media Splitter,0x00800001,0,1,splitter.ax,1.07.0189.0011  
Haali Media Splitter (AR),0x00400000,1,1,splitter.ax,1.07.0189.0011  
WMT VIH2 Fix,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero Video Analyzer,0x00200000,2,0,NeVideoAnalyzer.ax,4.02.0012.0009  
Record Queue,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero ES Video Reader,0x00600000,0,1,NDParser.ax,4.02.0012.0009  
Nero Audio CD Filter,0x00200000,0,1,NeAudCD.ax,4.02.0012.0009  
Windows Media Multiplexer,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASX file Parser,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASX v.2 file Parser,0x00600000,1,0,wmpasf.dll,10.00.0000.3802  
NSC file Parser,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
Xvid MPEG-4 Video Decoder,0x00800000,1,1,xvid.ax,

Nero Video Renderer,0x00200000,1,0,NeVideoRenderer.ax,4.02.0012.0009  
Nero PresentationGraphics Decoder,0x00600000,2,1,NeBDGraphic.ax,4.02.0012.0009  
ACM Wrapper,0x00600000,1,1,quartz.dll,6.05.2600.2180  
Windows Media source filter,0x00600000,0,2,wmpasf.dll,10.00.0000.3802  
Video Renderer,0x00800001,1,0,quartz.dll,6.05.2600.2180  
Frame Eater,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero DVD Navigator,0x00600000,0,11,NeDVD.ax,4.02.0012.0009  
MPEG-2 Video Stream Analyzer,0x00200000,0,0,sbe.dll,6.05.2600.2180  
Line 21 Decoder,0x00600000,1,1,qdvd.dll,6.05.2600.2180  
Nero InteractiveGraphics Decoder,0x00600000,1,1,NeBDGraphic.ax,4.02.0012.0009  
Video Port Manager,0x00600000,2,1,quartz.dll,6.05.2600.2180  
WST Decoder,0x00600000,1,1,wstdecod.dll,5.03.2600.2180  
Video Renderer,0x00400000,1,0,quartz.dll,6.05.2600.2180  
Nero Sound Processor,0x00200000,1,1,NeSoundProc.ax,4.02.0012.0009  
Haali Video Renderer,0x00200000,1,0,dxr.dll,  
Nero Audio Sample Renderer,0x00200000,1,0,NeRender.ax,4.02.0012.0009  
Nero Vcd Navigator,0x00600000,0,2,NeVCD.ax,4.02.0012.0009  
DivX Decoder Filter,0xff800000,1,1,divxdec.ax,6.02.0005.0034  
Nero Audio Processor,0x00200000,1,1,NeAudioConv.ax,4.02.0012.0009  
WM ASF Writer,0x00400000,0,0,qasf.dll,10.00.0000.3802  
WMT Sample Information Filter,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero Mpeg2 Encoder,0x00200000,2,1,NeVCR.ax,4.02.0012.0009  
VBI Surface Allocator,0x00600000,1,1,vbisurf.ax,5.03.2600.2180  
Microsoft MPEG-4 Video Decompressor,0x00800000,1,1,mpg4ds32.ax,8.00.0000.4487  
Nero Audio Decoder 2,0x00600000,1,1,NeAudio2.ax,4.02.0012.0009  
Nero Video Stream Renderer,0x00200000,1,0,NeRender.ax,4.02.0012.0009  
DivX Demux,0x00600000,1,0,DivXMedia.ax,0.00.0000.0028  
File writer,0x00200000,1,0,qcap.dll,6.05.2600.2180  
Nero Stream Buffer Source,0x00200000,0,0,NeSBE.ax,4.02.0012.0009  
Nero PS Muxer,0x00200000,1,1,NePSMuxer.ax,4.02.0012.0009  
Haali Simple Media Splitter,0x00200000,0,1,splitter.ax,1.07.0189.0011  
WMT Log Filter,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
WMT Virtual Renderer,0x00200000,1,0,wmm2filt.dll,2.01.4026.0000  
DirectVobSub,0x00200000,2,1,VSFilter.dll,1.00.0001.0003  
DirectVobSub (auto-loading version),0x00800002,2,1,VSFilter.dll,1.00.0001.0003  
DVD Navigator,0x00200000,0,2,qdvd.dll,6.05.2600.2180  
Overlay Mixer2,0x00400000,1,1,qdvd.dll,6.05.2600.2180  
Haali Matroska Muxer,0x00200000,1,0,splitter.ax,1.07.0189.0011  
Nero Splitter,0x00600000,1,3,NeSplitter.ax,4.02.0012.0009  
Nero Deinterlace,0x00200000,1,1,NeDeinterlace.ax,4.02.0012.0009  
AVI Draw,0x00600064,9,1,quartz.dll,6.05.2600.2180  
.RAM file Parser,0x00600000,1,0,wmpasf.dll,10.00.0000.3802  
Nero File Source / Splitter,0x00600000,0,3,NeFSource.ax,4.02.0012.0009  
WMT DirectX Transform Wrapper,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
G.711 Codec,0x00200000,1,1,g711codc.ax,5.01.2600.0000  
MPEG-2 Demultiplexer,0x00600000,1,1,mpg2splr.ax,6.05.2600.2180  
DV Video Decoder,0x00800000,1,1,qdv.dll,6.05.2600.2180  
Indeo® audio software,0x00500000,1,1,iac25\_32.ax,2.00.0005.0053

Windows Media Update Filter,0x00400000,1,0,wmpasf.dll,10.00.0000.3802  
ffdshow Audio Processor,0x00200000,1,1,ffdshow.ax,1.00.0003.1352  
ASF DIB Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASF ACM Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASF ICM Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASF URL Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASF JPEG Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASF DJPEG Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
ASF embedded stuff Handler,0x00600000,1,1,wmpasf.dll,10.00.0000.3802  
DivX Subtitle Decoder,0x00600000,1,1,DivXMedia.ax,0.00.0000.0028  
9x8Resize,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
WIA Stream Snapshot Filter,0x00200000,1,1,wiasf.ax,1.00.0000.0000  
Nero Video Processor,0x00200000,1,1,NeroVideoProc.ax,4.02.0012.0009  
Nero Video Decoder,0x00600000,2,2,NeVideo.ax,4.02.0012.0009  
Allocator Fix,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
SampleGrabber,0x00200000,1,1,qedit.dll,6.05.2600.2180  
Null Renderer,0x00200000,1,0,qedit.dll,6.05.2600.2180  
WMT Virtual Source,0x00200000,0,1,wmm2filt.dll,2.01.4026.0000  
WMT Interlacer,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero Audio CD Navigator,0x00200000,0,1,NeAudCD.ax,4.02.0012.0009  
FLV Source,0x00600000,0,0,FLVSplitter.ax,1.00.0000.0001  
StreamBufferSource,0x00200000,0,0,sbe.dll,6.05.2600.2180  
Smart Tee,0x00200000,1,2,qcap.dll,6.05.2600.2180  
Nero Thumbnail Decoder,0x00600000,1,1,NeBDThumbnail.ax,4.02.0012.0009  
Overlay Mixer,0x00200000,0,0,qdvd.dll,6.05.2600.2180  
Nero Scene Detector,0x00200000,1,0,NeSceneDetector.ax,4.02.0012.0009  
AVI Decompressor,0x00600000,1,1,quartz.dll,6.05.2600.2180  
Uncompressed Domain Shot Detection Filter,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
AVI/WAV File Source,0x00400000,0,2,quartz.dll,6.05.2600.2180  
QuickTime Movie Parser,0x00600000,1,1,quartz.dll,6.05.2600.2180  
Wave Parser,0x00400000,1,1,quartz.dll,6.05.2600.2180  
MIDI Parser,0x00400000,1,1,quartz.dll,6.05.2600.2180  
Multi-file Parser,0x00400000,1,1,quartz.dll,6.05.2600.2180  
File stream renderer,0x00400000,1,1,quartz.dll,6.05.2600.2180  
XML Playlist,0x00400000,1,0,wmpasf.dll,10.00.0000.3802  
Nero File Source,0x00200000,0,1,NeFileSrc.ax,4.02.0012.0009  
Nero QuickTime(tm) Audio Decoder,0x00400000,1,1,NeQTDec.ax,4.02.0012.0009  
WavPack Audio Splitter,0x00600000,1,1,WavPackDSSplitter.ax,1.01.0000.0319  
Nero File Source (Async.),0x00400000,0,1,NeFileSourceAsync.ax,4.02.0012.0009  
Nero Ogg Splitter,0x00400000,1,1,NeOggSplitter.ax,4.02.0012.0009  
Nero DVD Decoder,0x00600000,2,2,NeVideo.ax,4.02.0012.0009  
Nero Digital Parser,0x00600000,0,3,NDParser.ax,4.02.0012.0009  
AVI Mux,0x00200000,1,0,qcap.dll,6.05.2600.2180  
Line 21 Decoder 2,0x00600002,1,1,quartz.dll,6.05.2600.2180  
File Source (Async.),0x00400000,0,1,quartz.dll,6.05.2600.2180  
File Source (URL),0x00400000,0,1,quartz.dll,6.05.2600.2180  
WMT DV Extract,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero Frame Capture,0x00200000,1,1,NeCapture.ax,4.02.0012.0009

WMT Switch Filter,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
WMT Volume,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
Nero Video Sample Renderer,0x00200000,1,0,NeRender.ax,4.02.0012.0009  
Haali Video Sink,0x00200000,1,0,splitter.ax,1.07.0189.0011  
Stretch Video,0x00200000,1,1,wmm2filt.dll,2.01.4026.0000  
HighMAT/MPV Navigator Client Filter,0x00200000,0,0,HMNavigator.ax,4.02.0012.0009  
Infinite Pin Tee Filter,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Nero DV Splitter,0x00200000,1,2,NeDVSplitter.ax,4.02.0012.0009  
QT Decompressor,0x00600000,1,1,quartz.dll,6.05.2600.2180  
MPEG Video Decoder,0x40000001,1,1,quartz.dll,6.05.2600.2180  
Indeo® video 4.4 Decompression Filter,0x00640000,1,1,ir41\_32.ax,4.51.0016.0003  
Indeo® video 4.4 Compression Filter,0x00200000,1,1,ir41\_32.ax,4.51.0016.0003

#### WDM Streaming Data Transforms:

Microsoft Kernel Acoustic Echo Cancellor,0x00000000,0,0,,  
Microsoft Kernel GS Wavetable Synthesizer,0x00200000,1,1,,5.03.2600.2180  
Microsoft Kernel DLS Synthesizer,0x00200000,1,1,,5.03.2600.2180  
Microsoft Kernel DRM Audio Descrambler,0x00200000,1,1,,5.03.2600.2180

#### Video Compressors:

MSScreen encoder DMO,0x00600800,1,1,,  
WMVideo9 Encoder DMO,0x00600800,1,1,,  
WMVideo Advanced Encoder DMO,0x00600800,1,1,,  
MSScreen 9 encoder DMO,0x00600800,1,1,,  
DV Video Encoder,0x00200000,0,0,qdv.dll,6.05.2600.2180  
ffdshow video encoder,0x00100000,1,1,ffdshow.ax,1.00.0003.1352  
Indeo® video 5.10 Compression Filter,0x00100000,1,1,ir50\_32.dll,5.2562.0015.0055  
MJPEG Compressor,0x00200000,0,0,quartz.dll,6.05.2600.2180  
Cinepak Codec by Radius,0x00200000,1,1,qcap.dll,6.05.2600.2180  
DivX® 6.2.5 Codec (2 Logical CPUs),0x00200000,1,1,qcap.dll,6.05.2600.2180  
Fraps Video Decompressor,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Intel 4:2:0 Video V2.50,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Intel Indeo(R) Video R3.2,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Intel Indeo® Video 4.5,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Indeo® video 5.10,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Intel IYUV codec,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Microsoft H.261 Video Codec,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Microsoft H.263 Video Codec,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Microsoft RLE,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Microsoft Video 1,0x00200000,1,1,qcap.dll,6.05.2600.2180  
x264 - H264/AVC encoder,0x00200000,1,1,qcap.dll,6.05.2600.2180  
Xvid MPEG-4 Codec,0x00200000,1,1,qcap.dll,6.05.2600.2180  
DivX® 6.2.5 YV12 Decoder,0x00200000,1,1,qcap.dll,6.05.2600.2180

#### Audio Compressors:

WM Speech Encoder DMO,0x00600800,1,1,,  
WMAudio Encoder DMO,0x00600800,1,1,,  
IAC2,0x00200000,1,1,quartz.dll,6.05.2600.2180

Lernout & Hauspie CELP 4.8kbit/s,0x00200000,1,1,quartz.dll,6.05.2600.2180  
Lernout & Hauspie SBC 8kbit/s,0x00200000,1,1,quartz.dll,6.05.2600.2180  
Lernout & Hauspie SBC 12kbit/s,0x00200000,1,1,quartz.dll,6.05.2600.2180  
Lernout & Hauspie SBC 16kbit/s,0x00200000,1,1,quartz.dll,6.05.2600.2180  
IMA ADPCM,0x00200000,1,1,quartz.dll,6.05.2600.2180  
PCM,0x00200000,1,1,quartz.dll,6.05.2600.2180  
Microsoft ADPCM,0x00200000,1,1,quartz.dll,6.05.2600.2180  
ACELP.net,0x00200000,1,1,quartz.dll,6.05.2600.2180  
DSP Group TrueSpeech(TM),0x00200000,1,1,quartz.dll,6.05.2600.2180  
Windows Media Audio V1,0x00200000,1,1,quartz.dll,6.05.2600.2180  
Windows Media Audio V2,0x00200000,1,1,quartz.dll,6.05.2600.2180  
GSM 6.10,0x00200000,1,1,quartz.dll,6.05.2600.2180  
MSN Messenger Audio Codec,0x00200000,1,1,quartz.dll,6.05.2600.2180  
Microsoft G.723.1,0x00200000,1,1,quartz.dll,6.05.2600.2180  
CCITT A-Law,0x00200000,1,1,quartz.dll,6.05.2600.2180  
CCITT u-Law,0x00200000,1,1,quartz.dll,6.05.2600.2180  
MPEG Layer-3,0x00200000,1,1,quartz.dll,6.05.2600.2180

#### Audio Capture Sources:

SB X-Fi Audio [9C00],0x00200000,0,0,qcap.dll,6.05.2600.2180

#### Midi Renderers:

Default MidiOut Device,0x00800000,1,0,quartz.dll,6.05.2600.2180  
Microsoft GS Wavetable SW Synth,0x00200000,1,0,quartz.dll,6.05.2600.2180  
SB X-Fi Synth A [9C00],0x00200000,1,0,quartz.dll,6.05.2600.2180  
SB X-Fi Synth B [9C00],0x00200000,1,0,quartz.dll,6.05.2600.2180

#### WDM Streaming Capture Devices:

SB X-Fi Audio [9C00],0x00200000,3,2,,5.03.2600.2180

#### WDM Streaming Rendering Devices:

SB X-Fi DMusic Synth [9C00],0x00200000,1,1,,5.03.2600.2180  
SB X-Fi Synth A [9C00],0x00200000,1,1,,5.03.2600.2180  
SB X-Fi Synth B [9C00],0x00200000,1,1,,5.03.2600.2180  
SB X-Fi Audio [9C00],0x00200000,3,2,,5.03.2600.2180

#### WDM Streaming Mixer Devices:

Microsoft Kernel Wave Audio Mixer,0x00000000,0,0,,

#### BDA CP/CA Filters:

Decrypt/Tag,0x00600000,1,0,encdec.dll,6.05.2600.2180  
Encrypt/Tag,0x00200000,0,0,encdec.dll,6.05.2600.2180  
XDS Codec,0x00200000,0,0,encdec.dll,6.05.2600.2180

#### Audio Renderers:

SB X-Fi Audio [9C00],0x00200000,1,0,quartz.dll,6.05.2600.2180  
Default DirectSound Device,0x00800000,1,0,quartz.dll,6.05.2600.2180  
Default WaveOut Device,0x00200000,1,0,quartz.dll,6.05.2600.2180

DirectSound: SB X-Fi Audio [9C00],0x00200000,1,0,quartz.dll,6.05.2600.2180

WDM Streaming System Devices:

SB X-Fi DMusic Synth [9C00],0x00200000,1,1,,5.03.2600.2180

SB X-Fi Synth A [9C00],0x00200000,7,2,,5.03.2600.2180

SB X-Fi Synth B [9C00],0x00200000,1,1,,5.03.2600.2180

SB X-Fi Audio [9C00],0x00200000,9,2,,5.03.2600.2180

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [nopol10](#) on Tue, 13 Nov 2007 08:41:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I get this error:

PCA Client:

Run-time error '429':

ActiveX component can't create object.

I have installed the VB runtimes.

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 17:05:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you try the components I added to fix Chuck's problem? Sounds like it cant activate DirectX 7, which is odd because its as old the world itself.

The Dx7 file is in those dll's so that should patch it up.

@CaveMan since my app uses DX (for some things) its idles when not in focus, so the fps counter stop counting and it well idles. No worries and again thanks everyone for the computer stats.

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Carrierll](#) on Tue, 13 Nov 2007 17:47:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hah! You people who spend \$\$\$ on your systems got the same results as this thing!

P4 Single core 2GHz.

1.5 GB RAM, 227 (I think) Mhz  
ATA 100 HDD (In case that matters)  
Radeon 9550 w/ 512MB RAM.

32/31 FPS come rain or shine.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Jecht](#) on Tue, 13 Nov 2007 18:04:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

33 FPS for a high.  
30 for a low.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 18:13:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

CarrierII wrote on Tue, 13 November 2007 12:47Hah! You people who spend \$\$\$ on your systems got the same results as this thing!

Well I'm running a hefty rig and wanted to make sure this would be compatible with lower end systems. I'm not a professional programmer or game designer so I wasn't sure if my beast was making up for laggy code

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Sir Kane](#) on Tue, 13 Nov 2007 21:08:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

But why VB?

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 21:38:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sir Kane wrote on Tue, 13 November 2007 16:08But why VB?

I have yet to learn C++, my brother started with vb6 as well then went on to C++ and he assures me that its pretty much the same. To me though it seems like to do anything graphical at all in C++ it takes a hell of a lot more work get get the same results.

I feel confident enough in my VB6 skills to take on a project of this magnitude. Two week in and I have a pretty decent server and all the work above to show for it.

And sure VB can be a pain with the runtimes and some computers have the occasional component or two missing but after awhile you'll get everything you need included with the release.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Jecht](#) on Tue, 13 Nov 2007 21:38:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why not VB? It meets his requirements for what he wants to do it seems like.

I have to learn C++ myself. Just can't bring myself to find the time though.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 21:43:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yup me too.

I find it harder and harder to want to learn C++ with Vb around. If I need a program all I have to do is whip it out and be done with it. No fiddling, trying to find something that works....I ruined myself.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [BlueThen](#) on Tue, 13 Nov 2007 21:44:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Your walking demo was removed "This video has been removed due to terms of use violation." lol

Constant 32 FPS, very good. I noticed, that if it's raining, when I go upwards, the rain goes faster, and when I go down, the rain goes slower. o.O

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 21:49:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think thats an optical illusion because the rains not dynamic across the map yet. Ill see about writing some code to increase the speed of rain based on character direction.

Also I plan on making the rain tilt with the character like in Renegade. (Look straight up and walk

around to see what i'm talking about.)

So far the audio is dynamic for the strikes, the sound will play out of Left - Center - Right based on where the "supposed" strike was.

EDIT: Nope your right, the rain physically slows down when the map is shifting. Good eye on that

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Sir Kane](#) on Tue, 13 Nov 2007 22:02:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

VB is slow. And that winsock activex control doesn't help it, either.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 22:25:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Doesn't sound like you have used VB6 that much. Its just as fast as anything I've seen done in C++ and Winsock is the same stuff you guys use in C++.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Sir Kane](#) on Tue, 13 Nov 2007 22:51:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It certainly isn't anywhere as fast as C/C++ code performing the same thing. And that AX socket stuff isn't the same as what you would use in C/C++, either.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Nightma12](#) on Tue, 13 Nov 2007 23:05:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Run time error 429

ActiveX componanet cant create object

Win Vista Home Premium

Tried run as admin, and XP compat

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 23:24:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sir Kane wrote on Tue, 13 November 2007 17:51It certainly isn't anywhere as fast as C/C++ code performing the same thing. And that AX socket stuff isn't the same as what you would use in C/C++, either.

Then what standard protocol do you guys use then? My brothers version used sockets as well but I'm not sure what was the actual code or component used. As of right now this look like it can handle 1000 clients per win32 server. I doubt I would ever have any more than that anyway.

Nightma12 wrote on Tue, 13 November 2007 18:05Run time error 429

ActiveX componanet cant create object

Win Vista Home Premium

Tried run as admin, and XP compat

I'm on Vista Ultimate x64 and I had to manually register the components. I will be making a auto program that will do it when needed but until then if you want to try the engine you would have to do it manually.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Dave Anderson](#) on Tue, 13 Nov 2007 23:30:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Mon, 12 November 2007 23:42@Dave Anderson Seriously? With your stats it doesn't seem likely.

My only working computer now is one I built from the scrap yard.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [light](#) on Tue, 13 Nov 2007 23:40:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jecht wrote on Wed, 14 November 2007 10:38Why not VB? It meets his requirements for what he wants to do it seems like.

I have to learn C++ myself. Just can't bring myself to find the time though.  
My main objection to VB aside from personal language prefernces is that you're locked into a Microsoft-based language.

If you're prepared to limit yourself to a single OS then it's fine, but I personally get annoyed unless I use something that is OS independent.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Jecht](#) on Tue, 13 Nov 2007 23:48:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

True I suppose. Coding it in Java or something like it would be a pain though

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [trooprm02](#) on Wed, 14 Nov 2007 01:20:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Cool idea, downloaded

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [light](#) on Wed, 14 Nov 2007 04:52:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jecht wrote on Wed, 14 November 2007 12:48 True I suppose. Coding it in Java or something like it would be a pain though

Most of my development work has been in Java, which has its strengths and weaknesses, but yes, for games you don't want Java.

C++ would be my recommendation, but having worked with it for a while and cursing it even longer I can understand someone going with what I consider to be a more limited language to gain productivity.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Sir Kane](#) on Wed, 14 Nov 2007 09:43:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The socket AX thing is just some shitty wrapper.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [AoBfrost](#) on Wed, 14 Nov 2007 14:44:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Mon, 12 November 2007 21:25 My secret shame is that I love Pokemon.

---

In fact my biggest dream in life it to work for Gamefreaks and shape the world of Pokemon in ways I hold oh so very dear. I have been working with my brother for the last few months on PokemonCA (<http://www.PokemonCa.net>) but recently he dropped out and now I'm making my own engine in VB6 (He can code in C++) and soon the project will be exactly where we left off.

Thank god he listened to me when we started making all the data, I can easily parse everything we did into my new engine and I can build around it.

Well what I ask of you is to run this, hit the "click me" button and tell me if your FPS drops below 30. If it stays above 30 then your good to go, but below I would like to know your base system specs or even better a DXDiag.

(For DxDiag Start ~ Run ~ DXDiag ~ Save all Information button.)

And major note: This is a WIP and the collisions/sounds/water are all being worked on.

Download:

<http://www.Oblivioninteractive.com/files/PokemonCA.zip>

Other:

As always with anything made by me - VB6 Runtimes Required:

<http://www.renhelp.net/downloads/VB6.0%20Runtimes.exe>

And please post is anything errors and what OS you have

My secret I dont tell my friends...I LOVE POKEMON TOO, not the new cartoon, that show sucks sooo bad, every season I see if the enw series is good enough like the original, none so far.

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Wed, 14 Nov 2007 18:35:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I HATE 4Kids so much right now, they got those new voice actors and it just ruined the whole show. All the original voice actors wanted was a standard raise....but NOOO they just hired new voice actors to ruin the entire series.

me = sad

The new episodes aren't even watchable now. (Diamond and Pearl should be coming to America soon, if it isn't already)

---

---

Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Jerad2142](#) on Sun, 18 Nov 2007 23:59:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nightma12 wrote on Tue, 13 November 2007 16:05Run time error 429

ActiveX componanet cant create object

Win Vista Home Premium

Tried run as admin, and XP compat

Mine is the 32 bit Business edition.

## File Attachments

---

1) [Error Vista.jpg](#), downloaded 1913 times

Jerad Gray > Downloads > PokemonCA >

File Edit View Tools Help

Organize Views Open Share Burn

Favorite Links

- Documents
- Pictures
- Recently Changed
- Searches
- Renegade
- RenegadePublicTools

Name	Date modified	Type	Size
------	---------------	------	------

 Data	 NewForm...	 PCA Client	
---	---	---	--

PCA Client



Run-time error '429':

ActiveX component can't create object

OK

Folders

Subject: Re: Test this for me, eh? PokemonCA Engine Test  
Posted by [Oblivion165](#) on Mon, 19 Nov 2007 00:14:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Answered above.

---