
Subject: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [TD](#) on Fri, 27 Feb 2009 17:24:47 GMT

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I got a new PC with Vista 64bit, and when I want to play renegade with 3.4.4 it says I need dx9. But I got dx10 so why would that not work.

I tried compatability mode/admin and stuff too.

When I try without the new scripts, I just get a BLACK screen, and nothing else. I do hear sound.

How can I get it to work?

Update: I fxed the black screen problem by using ren default scripts, and XP SP2 compatability mode. Anyway I can get the newest to work?

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [danpaul88](#) on Fri, 27 Feb 2009 18:06:28 GMT

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<http://www.microsoft.com/downloads/details.aspx?familyid=2DA43D38-DB71-4C1B-BC6A-9B6652CD92A3&displaylang=en>

DirectX 9 still gets regular updates, and Renegade uses a part of it that is not present even in Vista. Download the web updater (see link above) and run it to get the very latest copy of all DirectX files, that should get you going with 3.4.4.

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [Omar007](#) on Fri, 27 Feb 2009 22:44:51 GMT

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Maybe this should be added into the sticky??

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [TD](#) on Fri, 27 Feb 2009 22:56:24 GMT

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danpaul88 wrote on Fri, 27 February 2009 19:06

<http://www.microsoft.com/downloads/details.aspx?familyid=2DA43D38-DB71-4C1B-BC6A-9B6652CD92A3&displaylang=en>

DirectX 9 still gets regular updates, and Renegade uses a part of it that is not present even in Vista. Download the web updater (see link above) and run it to get the very latest copy of all DirectX files, that should get you going with 3.4.4.

Thanks for clarying, I downloaded and installed it and it worked indeed.

Also, Renegade won't run if I use Anti-Aliasing (any x). What could be causing this?

A minor issue: (the background does not fit in the widescreen)

<http://i40.tinypic.com/2cqcj7k.jpg>

<http://i41.tinypic.com/288mjjq.jpg>

This only happens with the non-default scripts.

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [danpaul88](#) on Sat, 28 Feb 2009 20:41:18 GMT

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The background is actually a physical model with fixed aspect ratio, so screens which are not 4:3 will have bits of it chopped off because they are actually rendered off the screen. As for why it used to work with the default scripts, I couldn't say. I guess some of the stuff for shaders.dll altered how it worked.

Also, you might notice some fonts and text labels look retarded and oversized, which I think is linked to the same thing. They are for me anyway.

Regarding AA, I think it tends to work best with 4x or 8x from what I recall, some of the levels can be a bit wierd.

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [TD](#) on Sat, 28 Feb 2009 21:33:41 GMT

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When I go to multisample AA in BHS.dll options, I can only select 1-3, not more. And any of these crash the game.

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [danpaul88](#) on Sat, 28 Feb 2009 21:41:57 GMT

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Try going into the registry and setting HKLM\Software\Renegade\AA to 4 or 8 and load Renegade, see if it works then. I don't understand why it's not giving you the options for 4 and 8 normally though, unless it thinks your GPU can't support them...

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required

Posted by [TD](#) on Sat, 28 Feb 2009 22:36:49 GMT

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danpaul88 wrote on Sat, 28 February 2009 22:41 Try going into the registry and setting HKLM\Software\Renegade\AA to 4 or 8 and load Renegade, see if it works then. I don't understand why it's not giving you the options for 4 and 8 normally though, unless it thinks your GPU can't support them...

Nope, any AA I put there crashes the game.

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required
Posted by [danpaul88](#) on Sun, 01 Mar 2009 09:42:29 GMT

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I have no idea then, I guess you will have to wait for 4.0 to be released and see if that helps.

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required
Posted by [Goztow](#) on Mon, 02 Mar 2009 07:59:07 GMT

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I suppose you're sure that your video card supports AA?

Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required
Posted by [TD](#) on Mon, 02 Mar 2009 21:12:56 GMT

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I got ATI HD 4850, 512mb, gddr3.

I run other games full AA everything.
