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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).

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