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Subject: Black-screen shaders problem

Posted by [Veyrdite](#) on Fri, 08 Aug 2008 09:39:57 GMT

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Ever since I installed APB renegade has started to have the black-screen problem (but not APB itself).

At first I tried un-installing APB, but that didn't help. Then I tried re-downloading directX 9 and re-installing that, to no avail.

So I've had to resort to renaming d3d8.dll. Unfortunately this also disables all of the BHS.dll options and renders my normal and resurrection renegade fps counters to show 0 permanently. It also stuffs up vehicle purchases on some maps when I host a one-player LAN game, presenting me permanently with the vehicle being constructed icon and the lack of ability to buy vehicles.

I remember there was an option inside the BHS settings that allowed you to disable shaders, but I can't see the menus to even navigate to that.

I'm asking if anyone knows a manual way to change that setting so I can start using d3d8.dll again.

For the record, renaming shaders.dll does not achieve anything.

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