
Subject: Re: Question

Posted by [saberhawk](#) on Fri, 26 Dec 2008 19:30:48 GMT

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Hitman wrote on Fri, 26 December 2008 10:03im pretty sure shit like windows vista and such will give so many errors with this patch tho... but i dont run that shit anyways so nvm

I've heard from **very** reliable sources that the person doing shaders.dll work runs Windows Vista Ultimate x64 with UAC enabled on his system and is also working on getting as many kinks out of Renegade for players running Vista or any other Windows OS without having full administrative privileges. Get this, Renegade with a limited user on XP has the same problems as Vista "has".
