
Subject: RenD3D9 makes my renegade crash
Posted by [TSS888](#) on Fri, 15 Sep 2006 11:42:11 GMT
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I need some help here. My renegade crashes just after I click the renegade button on renguard. I have set the settings in RenD3D9 to those of my old WWconfig, but it still crashes. Also, my graphics card is a intergrated 3d graphics with 64 mb (Intel Extreme Graphics), processor: 2.4GHz Pentium 4 and 256mb ram.

It ran well before I added this RenD3D9 which is supposed to increase the FPS.
Website:<http://www.understorm.net/rend3d9/>

Subject: Re: RenD3D9 makes my renegade crash
Posted by [danpaul88](#) on Fri, 15 Sep 2006 12:17:38 GMT
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Your card probably does not support DX9.

Remove the DX9 patch by deleting the .dll file from your renegade folder and it will work again. The dll file is called something like dx8.dll or similar.

Subject: Re: RenD3D9 makes my renegade crash
Posted by [Drkpwn3r](#) on Fri, 15 Sep 2006 14:21:27 GMT
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If you're using Xfire: that's the culprit to the crashing. The reason I suggest Xfire as a possibility is because it's set up to read Renegade as D3D8, not D3D9. Of course, you can always take the time to change Xfire's ini setting for Renegade to D3D9 to fix it.

Subject: Re: RenD3D9 makes my renegade crash
Posted by [TSS888](#) on Sat, 16 Sep 2006 05:29:36 GMT
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Well, 1st of all, there is no dx9.dll file and next, I don't even know what is xfire.

Subject: Re: RenD3D9 makes my renegade crash
Posted by [danpaul88](#) on Sat, 16 Sep 2006 10:22:51 GMT
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I said its called something LIKE dx8.dll, look around for something with a similar name to that, I cant remember the exact name, but thats the file with the DX9 patch in it.

Subject: Re: RenD3D9 makes my renegade crash
Posted by [StealthEye](#) on Sat, 16 Sep 2006 10:43:06 GMT
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It's the D3D8.dll file

Subject: Re: RenD3D9 makes my renegade crash
Posted by [TSS888](#) on Sun, 17 Sep 2006 11:01:41 GMT
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Thanks it works fine now. But I don't get any big fps count, is this because of deleting the D3D8.dll file or do I need to delete the old WWconfig?

Subject: Re: RenD3D9 makes my renegade crash
Posted by [danpaul88](#) on Sun, 17 Sep 2006 11:23:07 GMT
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By deleting the D3D8 file you are back to normal renegade, without the DX9 patch. Your graphics card obviously does not support the DX9 patch, which is what caused the crashes.

Subject: Re: RenD3D9 makes my renegade crash
Posted by [TSS888](#) on Sun, 17 Sep 2006 14:07:31 GMT
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Well, too bad. I guess I just have to get a new graphics card. Thanks for the help!
