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Subject: Looking for people who had graphics problems with 3.x

Posted by [jonwil](#) on Sun, 22 Jun 2008 08:22:46 GMT

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I am looking for anyone who has any of the following problems with scripts.dll 3.x:

Slowdowns

Black screen

No graphics

Crashes that happen right on startup before it renders graphics (and/or that mention d3d8.dll in the first lines of the crashdump.txt file)

FPS drops

or any other graphic related issues.

If you have any of these problems (and have tried scripts.dll 3.4.4 but still get the problem), post your details here including your system specs, windows version, graphics card and anything else relevant to the problem (such as crashdumps)

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [TruYuri](#) on Sun, 22 Jun 2008 08:43:03 GMT

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I seem to be spamming up the TT threads. =p

But with 3.4.4 currently with shaders, I have this issue:

<http://www.youtube.com/watch?v=jZmgBGPe9SU>

System Specifications:

Windows XP Home Edition

Intel Celeron 2.2Ghz

ATi Radeon X1550 PCI

1.5GB DDR PC2700

The ATi card most likely being the issue.

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [jonwil](#) on Sun, 22 Jun 2008 08:46:38 GMT

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btw, I should say that I am only interested in people who have graphic problems with shaders switched OFF in the config options.

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [TruYuri](#) on Sun, 22 Jun 2008 08:48:34 GMT  
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Bah! The problem has most likely already been fixed anyway.

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [\\_SSnipe\\_](#) on Sun, 22 Jun 2008 17:36:44 GMT  
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sorry i wish i could help LOTS of people come up to me on xphaze fourms saying how scripts 3x fucked there pc up but i cant remember all of them and they lazy and sure not dont want to join up here to help with any patch

but i will try to get some peoples info for you guys

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [mr£\\$Ä-z](#) on Sun, 22 Jun 2008 18:31:16 GMT  
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YEAH fix the shaders

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [saberhawk](#) on Sun, 22 Jun 2008 19:09:31 GMT  
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madrackz wrote on Sun, 22 June 2008 14:31YEAH fix the shaders

Just so you know, about 95% of the code belonging to shaders.dll 3.4.4 was scrapped and rebuilt. What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do. For the most part, there aren't any issues showing up in shaders.dll 4.0

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [BlueThen](#) on Sun, 22 Jun 2008 19:23:33 GMT  
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My ren blacks out during gameplay whenever I have shaders on, but that's probably because my graphics card is cruddy. You guys can atleast have it off on default, becuae it took me forever to realize that I had to turn it off.

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [saberhawk](#) on Sun, 22 Jun 2008 19:46:16 GMT

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BlueThen wrote on Sun, 22 June 2008 14:23My ren blacks out during gameplay whenever I have shaders on, but that's probably because my graphics card is cruddy. You guys can atleast have it off on default, becuae it took me forever to realize that I had to turn it off.

I blame that on scene shaders which so many people installed even though they were supposed to be "examples" of how to use the system and not meant for gameplay. Scene shaders are now off by default in 4.0 and also have a detail level slider to allow enabling of only some less expensive effects, or to enable all the shinies. Regular shaders also have their own detail level slider, and there will be "real" shaders for everybody to use. The shader detail level slider will default to a level appropriate to your video card.

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [Slave](#) on Sun, 22 Jun 2008 20:31:46 GMT

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I was just wondering something small. Does the second texture pass of a surface still float visibly on top of the first pass?

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [Xpert](#) on Sun, 22 Jun 2008 22:45:47 GMT

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My problem is the moment I click on the ren's .exe, I black-screen and it just stays like that. I'm most likely guessing it's my graphics card. I don't know what kind of graphics card I have though, except for the fact it blows.

Mircosoft Windows XP, Home Edition

Version 2002 Service Pack 2

Intel[R] Pentium[R] 4 CPU 2.40GHz

2.39GHz, 480MB of RAM

That's all I know ;\

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [R315r4z0r](#) on Sun, 22 Jun 2008 23:04:30 GMT

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Saberhawk wrote on Sun, 22 June 2008 15:09What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do.

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Is that a good thing or a bad thing? Like are the new shaders so stripped from the old ones that you shouldn't even be calling them shaders anymore?

Or are they redone to a point where they are so good you couldn't tell they evolved from the old shaders?

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [saberhawk](#) on Sun, 22 Jun 2008 23:54:48 GMT

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R315r4z0r wrote on Sun, 22 June 2008 18:04Saberhawk wrote on Sun, 22 June 2008 15:09What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do.

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Click the smile on that post and see for yourself.

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [BlueThen](#) on Sun, 22 Jun 2008 23:57:38 GMT

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Saberhawk wrote on Sun, 22 June 2008 18:54R315r4z0r wrote on Sun, 22 June 2008 18:04Saberhawk wrote on Sun, 22 June 2008 15:09What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do.

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oo that looks nice..

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:45:05 GMT

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BlueThen wrote on Sun, 22 June 2008 18:57Saberhawk wrote on Sun, 22 June 2008 18:54R315r4z0r wrote on Sun, 22 June 2008 18:04Saberhawk wrote on Sun, 22 June 2008 15:09What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do.

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Click the smile on that post and see for yourself.  
oo that looks nice..

Those aren't even the full shinies

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [TruYuri](#) on Mon, 23 Jun 2008 00:49:11 GMT  
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Saberhawk wrote on Sun, 22 June 2008 19:45Those aren't even the full shinies

They better not be! Although that updated lightshader is magnificent.

Will you be making a post similar to jonwil's 4.0 changelog, showing us the new and updated shaders? Or will they remain hidden for now?

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:55:15 GMT  
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TruYuri wrote on Sun, 22 June 2008 19:49Saberhawk wrote on Sun, 22 June 2008 19:45Those aren't even the full shinies

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A changelog post? I don't even remember what I've changed anymore

(Seriously. I started work on shaders 4.0 about two months after 3.4.4 was released, well before any new version of scripts.dll was in the works)

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Subject: Re: Looking for people who had graphics problems with 3.x  
Posted by [TruYuri](#) on Mon, 23 Jun 2008 00:56:36 GMT  
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Saberhawk wrote on Sun, 22 June 2008 17:55TruYuri wrote on Sun, 22 June 2008 19:49Saberhawk wrote on Sun, 22 June 2008 19:45Those aren't even the full shinies

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Nah, not a changelog. I mean visually showing us new/improved shaders all in a "megapost" if you will. Screenshots, etc.

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Subject: Re: Looking for people who had graphics problems with 3.x

Posted by [saberhawk](#) on Mon, 23 Jun 2008 01:03:35 GMT

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TruYuri wrote on Sun, 22 June 2008 19:56Saberhawk wrote on Sun, 22 June 2008 17:55TruYuri wrote on Sun, 22 June 2008 19:49Saberhawk wrote on Sun, 22 June 2008 19:45Those aren't even the full shinies

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Nah, not a changelog. I mean visually showing us new/improved shaders all in a "megapost" if you will. Screenshots, etc.

I'm sorry Dave, I'm afraid I can't do that. This game is too important for me to allow it to be jeopardized by screenshots of such immense shininess.

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