
Subject: 2 Things

Posted by [XCorrupt69](#) on Tue, 09 Sep 2008 02:28:24 GMT

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So with this new patch, will little things like:

1)lan nickname exploit, etc finally be integrated with everything else for a "final" update + the 1.037 fds so only those 2 files would be needed? (without a bot of course)

2)will it block mods like the radar/hud and even "NoFear"?

And btw, right now does renegade render in DX8 or 9 (with 3.4.4), and would DX10 be possible?
Thanks.

Subject: Re: 2 Things

Posted by [R315r4z0r](#) on Tue, 09 Sep 2008 03:25:57 GMT

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Subject: Re: 2 Things

Posted by [Ethenal](#) on Tue, 09 Sep 2008 04:34:06 GMT

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NoFear won't work when this is released regardless... if Dead decided to update it, then it's up to them to block it... I don't think anyone came to a decision on it being a cheat or not.

Subject: Re: 2 Things

Posted by [jonwil](#) on Tue, 09 Sep 2008 06:25:03 GMT

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All 3.x versions (as well as 4.0) use DX9. DX10 is not possible (and provides no benefit even on Vista)

Subject: Re: 2 Things

Posted by [saberhawk](#) on Tue, 09 Sep 2008 06:28:55 GMT

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jonwil wrote on Mon, 08 September 2008 23:25All 3.x versions (as well as 4.0) use DX9. DX10 is

not possible (and provides no benefit even on Vista)

Technically, it is "possible", but it sure isn't going to happen.

Subject: Re: 2 Things

Posted by [Goztow](#) on Tue, 09 Sep 2008 06:36:31 GMT

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Ethetal wrote on Tue, 09 September 2008 06:34I don't think anyone came to a decision on it being a cheat or not.

A lot of people came to the decision it's a cheat. It's just that other don't agree with it (mostly people using it to gain an advantage).

Subject: Re: 2 Things

Posted by [DrasticDR](#) on Tue, 09 Sep 2008 13:15:27 GMT

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1 more thing - are you fixing the glitch where your gunshot sound stops playing when you shoot?

Subject: Re: 2 Things

Posted by [XCorupt69](#) on Tue, 09 Sep 2008 16:27:57 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=30295&start=0&rid=24196>

Subject: Re: 2 Things

Posted by [JohnDoe](#) on Thu, 11 Sep 2008 19:40:24 GMT

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What's nofear?

Subject: Re: 2 Things

Posted by [BlueThen](#) on Thu, 11 Sep 2008 20:13:02 GMT

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JohnDoe wrote on Thu, 11 September 2008 14:40What's nofear?

Good job using the search feature.

<http://www.renegadeforums.com/index.php?t=msg&th=22712&prevloaded=1&rid=20681&start=0>

Subject: Re: 2 Things
Posted by [JohnDoe](#) on Thu, 11 Sep 2008 21:08:10 GMT
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I knew someone would tell me, thanks for saving me time.

Subject: Re: 2 Things
Posted by [nope.avi](#) on Thu, 11 Sep 2008 21:52:02 GMT
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Well, actually the search didn't turn up anything for Nofear just fyi
http://www.renegadeforums.com/index.php?SQ=be51e69e28307a24fb6be0bea46e5049&t=search&srch=NoFear&btn_submit=Search&field=all&forum_limiter=52&search_logic=AND&sort_order=DESC&author=
