Subject: DX9/10 Vista x64 Issues

Posted by XCorupt69 on Tue, 09 Sep 2008 16:17:54 GMT

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Ok, so ive installed renegade on other vista computers (50/50 32-64 bit), and I know about the run as admin, compatability mode etc, but doesn't fall under any of those categories.... here's what happens:

- 1)Installs fine, but can't right it because no-cd issues, install the 1.037 patch, everything fine up to this point.
- 2)Install renguard, then the core patches again everything seems to be running fine.
- 3)I try to run it and it automatically gets:

http://img177.imageshack.us/my.php?image=error1kh1.jpg

^Even ive manually set my account to be the main admin (like the hidden admin one), and disabled UAC, right click->run as admin gives me the same error.

4)Compatability mode->XP Service Pack 2, and it actually tries to load it up, goes to black screen, but then it just hangs. This is why I think it is a video card issues (related to DX9/10).

I have an EVGA 8800GT (512mb, PCI-2.0, OC'd) which runs default DX10, and I was just told:

jonwil wrote on Tue, 09 September 2008 02:25All 3.x versions (as well as 4.0) use DX9. DX10 is not possible (and provides no benefit even on Vista)

And since I am using core patch 2 scipts, its like 2.2 something which is DX8 I guess. Now my question is, do I have to install DX9 and DX8 separately aswell for it to run those DX's or can DX10 emulate those?

Subject: Re: DX9/10 Vista x64 Issues

Posted by Caveman on Tue, 09 Sep 2008 17:50:34 GMT

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DX10 will play DX8 fine. You should be ok.

Subject: Re: DX9/10 Vista x64 Issues

Posted by Goztow on Tue, 09 Sep 2008 18:27:43 GMT

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Check the Fag for the solutions for Vista problems.

Subject: Re: DX9/10 Vista x64 Issues

Posted by saberhawk on Tue, 09 Sep 2008 18:39:29 GMT

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Caveman wrote on Tue, 09 September 2008 12:50DX10 will play DX8 fine. You should be ok.

sigh

DirectX 10 is a completely different API. Vista does come preinstalled with DirectX 8 and DirectX 9, don't need to worry about installing those.

XCorupt69 wrote on Tue, 09 September 2008 11:17

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Your video card doesn't run anything "native", NVIDIA's driver provides translaters for DirectX8, 9, 10, OpenGL, etc to what the video card actually runs. Give scripts 3.4.4 a try and if that doesn't work, try this launcher.

File Attachments

1) gamelauncher.zip, downloaded 145 times

Subject: Re: DX9/10 Vista x64 Issues

Posted by Caveman on Tue, 09 Sep 2008 23:08:58 GMT

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Saberhawk wrote on Tue, 09 September 2008 19:39Caveman wrote on Tue, 09 September 2008 12:50DX10 will play DX8 fine. You should be ok.

sigh

DirectX 10 is a completely different API. Vista does come preinstalled with DirectX 8 and DirectX 9, don't need to worry about installing those.

Looks like I got told, huh?

Subject: Re: DX9/10 Vista x64 Issues

Posted by Ethenal on Wed, 10 Sep 2008 00:36:21 GMT

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You jump on people for the tiniest mistakes, lol.

Subject: Re: DX9/10 Vista x64 Issues

Posted by saberhawk on Wed, 10 Sep 2008 00:43:35 GMT

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Ethenal wrote on Tue, 09 September 2008 19:36Saberhawk wrote on Tue, 09 September 2008 19:39Caveman wrote on Tue, 09 September 2008 12:50DX10 will play DX8 fine. You should be ok.

sigh

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You jump on people for the tiniest mistakes, lol.

Mostly because I'm tired of misinformation constantly spread around by everybody

Subject: Re: DX9/10 Vista x64 Issues

Posted by Carrierll on Wed, 10 Sep 2008 16:52:00 GMT

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Not to mention that it's not that small a mistake if the differences are as large as Saberhawk points out.

Subject: Re: DX9/10 Vista x64 Issues

Posted by Caveman on Wed, 10 Sep 2008 17:57:59 GMT

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I was merely trying to say that if he has DX10 that he doesn't need to install DX8/9. It will work..But whatever..lool.

Subject: Re: DX9/10 Vista x64 Issues

Posted by XCorupt69 on Thu, 11 Sep 2008 00:19:33 GMT

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Its not the 05 error, thats just related to UAC/run as admin which is one of the first things I mingled with in the registry. Any, heres the current status:

- 1) with scripts 3.4.4 it DID work, but from that installer, what are the "example shaders", and "bloom"?
- 2)So it means, anyone with a native DX10 video card, their renegade will NOT work unless they manually find, download, and install scripts 3.0+ (or 2.9.2 +ren3d)?
- 3)What was that laucher, downloaded it anyway, but don't wanna try it just yet because my renegade is still being picky but atleast working.

Subject: Re: DX9/10 Vista x64 Issues

Posted by gr8patman on Thu, 11 Sep 2008 04:10:39 GMT

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Sorry for butting into the topic, but I have the same problem. I followed all the steps in the sticky and everything you guys posted. I installed every option in scripts344, renguard, everything. I do not get the 05 error. It is the same thing that happens as his first post.

Rather than creating a new topic, I thought I should ask here. Does anybody have any suggestions?

Also, I downloaded the gamelauncher and ran it. It did absolutely nothing for me.

Subject: Re: DX9/10 Vista x64 Issues

Posted by saberhawk on Thu, 11 Sep 2008 06:24:58 GMT

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XCorupt69 wrote on Wed, 10 September 2008 19:19lts not the 05 error, thats just related to UAC/run as admin which is one of the first things I mingled with in the registry. Any, heres the current status:

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- 3)What was that laucher, downloaded it anyway, but don't wanna try it just yet because my renegade is still being picky but atleast working.

Renegade has a bug in it that causes random crashes on startup when using versions of Windows newer than Windows Server 2003 (aka NT 5.2). That launcher runs the game with a specially built compatibility fix.

Subject: Re: DX9/10 Vista x64 Issues

Posted by saberhawk on Thu, 11 Sep 2008 06:25:55 GMT

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gr8patman wrote on Wed, 10 September 2008 23:10Sorry for butting into the topic, but I have the same problem. I followed all the steps in the sticky and everything you guys posted. I installed every option in scripts344, renguard, everything. I do not get the 05 error. It is the same thing that happens as his first post.

Rather than creating a new topic, I thought I should ask here. Does anybody have any suggestions?

Also, I downloaded the gamelauncher and ran it. It did absolutely nothing for me.

Thanks in advance.

Did it not run at all or did it crash still?

Subject: Re: DX9/10 Vista x64 Issues

Posted by gr8patman on Thu, 11 Sep 2008 23:54:13 GMT

It would just crash.

Subject: Re: DX9/10 Vista x64 Issues

Posted by gr8patman on Sat, 13 Sep 2008 21:19:04 GMT

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Well after digging through a bunch of posts, I found that if I installed Resurrection, I could just disable the launcher and run Renegade with Rengaurd.

Thanks anyways everybody.