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Subject: rr + 4.0

Posted by [C4Smoke](#) on Mon, 09 Jan 2012 22:30:49 GMT

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Why 4.0 servers not show up on rr list anymore? :/

And I got a new computer and I try to join a 4.0 server via rellist and it says that my DirectX does not support this formate of shaders.dll

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Subject: Re: rr + 4.0

Posted by [NACHO-ARG](#) on Mon, 09 Jan 2012 23:35:21 GMT

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dont know man, i allways use the RR launcher to join any server and it works fine so far, i stop using ren list because didnt show noobstories and some times st0rm on the list but iran said it was their own issue.

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Subject: Re: rr + 4.0

Posted by [iRANian](#) on Mon, 09 Jan 2012 23:52:16 GMT

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st0rm should show up the list again

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Subject: Re: rr + 4.0

Posted by [C4Smoke](#) on Tue, 10 Jan 2012 03:03:50 GMT

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iRANian wrote on Mon, 09 January 2012 16:52st0rm should show up the list again

not 4.0 aow but co-0p & snipe does.

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Subject: Re: rr + 4.0

Posted by [EvilWhiteDragon](#) on Tue, 10 Jan 2012 11:13:36 GMT

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We haven't changed anything to make RR not work anymore, so it could be up to the server or RR. Either way the GSA protocol can be a bit whacky so that could also be the cause of some servers showing up and some not.

Also, NS doesn't use TT yet if I recall correctly.

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Subject: Re: rr + 4.0

Posted by [C4Smoke](#) on Tue, 10 Jan 2012 16:48:39 GMT

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C4Smoke wrote on Mon, 09 January 2012 15:30

And I got a new computer and I try to join a 4.0 server via renlist and it says that my DirectX does not support this formate of shaders.dll

anybody know the solution to this problem?

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Subject: Re: rr + 4.0

Posted by [Sean](#) on Tue, 10 Jan 2012 19:59:55 GMT

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C4Smoke wrote on Tue, 10 January 2012 09:48C4Smoke wrote on Mon, 09 January 2012 15:30

And I got a new computer and I try to join a 4.0 server via renlist and it says that my DirectX does not support this formate of shaders.dll

anybody know the solution to this problem?

(I don't know the solution to your problem, but here's some ideas that may work.)

Toggle SpoilerAre you using windows 7? If so, try reinstalling the latest version of DirectX in admin mode, if that doesn't work go into C:\Westwood\Renegade and find wwconfig and try messing around with the video settings, like setting the Shader Detail to low, setting the Post Processing Detail to low or try enabling VSync. Failing that, I'd say reinstall 4.0 beta 3 in admin mode.

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Subject: Re: rr + 4.0

Posted by [C4Smoke](#) on Wed, 11 Jan 2012 00:29:39 GMT

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Azazel wrote on Tue, 10 January 2012 12:59C4Smoke wrote on Tue, 10 January 2012 09:48C4Smoke wrote on Mon, 09 January 2012 15:30

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I use vista and nothing worked...

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Subject: Re: rr + 4.0  
Posted by [Sean](#) on Wed, 11 Jan 2012 03:27:46 GMT  
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Reinstall Renegade in these steps:

Step 1: Install Renegade in admin mode

Step 2: Install 4.0 beta 3

Step 3: Download RenList:

<http://www.renegadeforums.com/index.php?t=getfile&id=13675&rid=24497> (to use to browse GSA servers etc instead of using RR)

RR and scripts 4.0 beta 3 are incompatible and shouldn't be used together as scripts 4.0 beta 3 uses parts of RR.

Step 4: Play.

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Subject: Re: rr + 4.0  
Posted by [C4Smoke](#) on Wed, 11 Jan 2012 04:19:48 GMT  
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I've done that I have 3 renegade on my computer one that is 4.0 (Works but not 4.0 servers) then I got 3.4.4 (works) and I got a 3.4.4 with rr (works) I think maybe my drivers are newer then 4.0 scripts or idk?

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Subject: Re: rr + 4.0

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Posted by [saberhawk](#) on Wed, 11 Jan 2012 07:41:15 GMT

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C4Smoke wrote on Mon, 09 January 2012 14:30: And I got a new computer and I try to join a 4.0 server via renlist and it says that my DirectX does not support this format of shaders.dll

The exact message is

Quote: You need to update your version of DirectX in order to use this copy of scripts.dll.

The only way of fixing that message is updating your version of DirectX. Which is what the message is saying that you need to do. In fact, the only way that error message shows up is if you don't have the appropriate version of DirectX installed. Running the web installer will fix it.

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Subject: Re: rr + 4.0

Posted by [C4Smoke](#) on Wed, 11 Jan 2012 15:34:07 GMT

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Thank you!

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