Subject: Re: Increase Renegades performance.
Posted by Dave Anderson on Tue, 20 Jun 2006 01:57:48 GMT
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Quote:Dang this thing even fixed my generals. My water would always flash on any maps or menus and after this little patch its perfect now.

Question though, generals is the renegade engine but shouldnt this patch be directed tword renegade only?

I don't know much of anything about DirectX or Direct3D, but maybe since Generals and Renegade use the same engine, the programs share similar functions, in which this patch can use [DllImport] and [DllExport] functions to access them. For example:

Generals contains some FunctionX(); and Renegade contains the same some FunctionX(); The patch uses [DllImport] and [DllExport] to retrieve those functions and has the same produced effect on each.

I don't know if that makes any sense, but it's just a thought. (I use a similar method to retrieve functions from two seperate Windows Forms in my applications)