Subject: Re: Reborn... 12 FPS?
Posted by Stefan on Sun, 30 Mar 2008 22:44:41 GMT

Saberhawk wrote on Sun, 30 March 2008 08:17Stefan wrote on Sat, 29 March 2008 11:55Go to the options menu > BHS.dll options, turn off shaders and other shizzle you don't need, restart Reborn and voila

Yeah, that'd do great if Reborn actually shipped with any shaders, but it doesn't.

Flipping that checkmark off really does nothing other than disallowing any "custom" shaders from being drawn with should they be registered. It doesn't disable the default, back-compatibility "shader" in shaders.dll, nor will it because if it does get disabled you will only get that leet black screen on starting up Renegade. d3d8.dll provides just enough of an emulation layer for the Direct3D 8 interfaces so that Renegade can load up bhs.dll which then patches in shaders.dll so that something can be drawn on the screen.

It nearly doubles Reborn's FPS on my pc when it's turned off...