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Subject: Re: Renegade Resurrection 1.0.3  
Posted by [Yrr](#) on Sat, 31 May 2008 12:46:16 GMT  
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madrackz wrote on Sat, 31 May 2008 14:41: What will DirectX9 do for Renegade? and the GUI thing?

Generally DirectX 9 doesn't change much in the Renegade appearance unless someone uses it's features (Custom Scripts makes Renegade use DX9 for Shaders).

I need to since I'm going to write parts of Resurrection with C# from now on, and the first version of DirectX you can use with managed code like C# is DirectX 9.

If I'm successful with the GUI, I can use it for several things:

- Automatic Content Downloader,
- In-Game RR Configuration
- possibly extending or even replacing the HUD

but that's still in far future unless I got a solid GUI.

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