Subject: Re: Renegade Resurrection 1.0.3
Posted by Yrr on Mon, 02 Jun 2008 15:58:07 GMT

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LR01 wrote on Mon, 02 June 2008 17:53Yrr wrote on Sat, 31 May 2008 14:46madrackz wrote on Sat, 31 May 2008 14:41What 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.

"- Automatic Content Downloader"
don't we all dream of that?
just imagination...

So, and why do you think that?