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Subject: Re: Changelist for scripts.dll 4.0

Posted by [saberhawk](#) on Mon, 08 Sep 2008 08:00:27 GMT

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s0meSkunk wrote on Sun, 07 September 2008 21:11PaRaDoX wrote on Sat, 06 September 2008 06:19Tessellation would be a good replacement for that. Think that was what TrueForm was anyway.

I think that's true.

In fact I don't think Truform is what doesn't work with the newer Scripts, I think it's the fact that the driver is just too damn old cause it's 5.8

Whatever's in the scripts that conflicts with that driver, should become optional.

Especially since the damn game was designed around ATI cards to begin with, and I only own an X850XT PE for Renegade specifically because that's what the game looks the best on.

Edit

Just tried the newest Srips file with Catalyst 5.8 and the game simply goes to a blank screen. I can hear the Renegade music playing.

Here are some screen shots to show how Truform makes the game look better.

Looking at them in a slide show gives the most dramatic affect.

Right, so we need to call up AMD's developer support and find out why Catalyst 5.8 (an ancient driver) doesn't work properly with a correctly-functioning Direct3D9 application? Do you expect us to get a result also? Besides the laughter from the other sides, of course... We have other far more important things to do. The code follows all of ATi's specifications for enabling TruForm, there is nothing more we can do.