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Subject: Re: DX9/10 Vista x64 Issues

Posted by [saberhawk](#) on Tue, 09 Sep 2008 18:39:29 GMT

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Caveman wrote on Tue, 09 September 2008 12:50DX10 will play DX8 fine. You should be ok.

\*sigh\*

DirectX 10 is a completely different API. Vista does come preinstalled with DirectX 8 and DirectX 9, don't need to worry about installing those.

XCorupt69 wrote on Tue, 09 September 2008 11:17

4)Compatability mode->XP Service Pack 2, and it actually tries to load it up, goes to black screen, but then it just hangs. This is why I think it is a video card issues (related to DX9/10).

I have an EVGA 8800GT (512mb, PCI-2.0, OC'd) which runs default DX10, and I was just told:

jonwil wrote on Tue, 09 September 2008 02:25All 3.x versions (as well as 4.0) use DX9. DX10 is not possible (and provides no benefit even on Vista)

And since I am using core patch 2 scipts, its like 2.2 something which is DX8 I guess. Now my question is, do I have to install DX9 and DX8 separately aswell for it to run those DX's or can DX10 emulate those?

Your video card doesn't run anything "native", NVIDIA's driver provides translators for DirectX8, 9, 10, OpenGL, etc to what the video card actually runs. Give scipts 3.4.4 a try and if that doesn't work, try this launcher.

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## File Attachments

1) [gamelauncher.zip](#), downloaded 212 times

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