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Subject: Re: Fixing... Points?

Posted by [saberhawk](#) on Sat, 13 Sep 2008 02:12:58 GMT

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XCorrupt69 wrote on Fri, 12 September 2008 19:47Razor, thanks for clearing up the fact that you don't even know what it is. The thing were you collide/get stuck and end up spinning in outerspace is something completely different, im talking about BLUE HELL, were the screen just turns blue, you can still move using the keyboard, and if you look like 180 degree's in the opposite direction (or other random spots away from your looking to get it), it goes back to normal), sometimes you can also fix it by hitting esc, then exit it just to clear the screen.

@goztow, its happened since CP1, but wayyyy more commonly with CP2 (custom scripts 2.x), and ESPECIALLY with that ren3d stuff which IS now integrated into scripts 3.0+, but before then it was an addon released approx same time as 2.9.2.

Just because two things are named the same for technical reasons doesn't mean they are the same thing.

rend3d9 was a totally different project written by a totally different programmer, Scorpio9a. It's purpose was to provide a complete Direct3D8 implementation that used Direct3D9 under the hood.

The d3d8.dll which scripts.dll uses was written by jonwil and myself; It has the sole purpose of handling the Direct3D8 calls Renegade makes until shaders.dll has a chance to take over. It was only called d3d8.dll for technical reasons...

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