Subject: Re: Vista 64bit, Renegade 'DirectX 9.0' required
Posted by TD on Fri, 27 Feb 2009 22:56:24 GMT

danpaul88 wrote on Fri, 27 February 2009 19:06
http://www.microsoft.com/downloads/details.aspx?familyid=2DA43D38-DB71-4C1B-BC6A
-9B6652CD92A3&displaylang=en

DirectX 9 still gets regular updates, and Renegade uses a part of it that is not present even in
Vista. Download the web updater (see link above) and run it to get the very latest copy of all
DirectX files, that should get you going with 3.4.4.
Thanks for clarying, I downloaded and installed it and it worked indeed.

Also, Renegade won't run if I use Anti-Aliasing (any x). What could be causing this?

A minor issue: (the background does not fit in the widescreen)
http://i40.tinypic.com/2cqcj7k.jpg
http://i41.tinypic.com/288mjjq.jpg

This only happens with the non-default scripts.