
Subject: Increase Renegades performance.

Posted by [Dave Anderson](#) on Mon, 19 Jun 2006 04:43:18 GMT

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CNC Den News Article Improving Renegade's Performance

Sunday - June 18, 2006 (08:41 AM) by Lion

Renegade

For those of you who continue to play C&C Renegade, you might want to check out <http://www.understorm.net/rend3d9/> that offers the 'RenD3D9 Project' to help improve your gaming experience.

The RenD3D9 project makes C&C Renegade use Direct3D 9.0c instead of Direct3D 8.1. And adds certain optimizations to gain extra FPS and faster loading times on certain NVidia cards. Also comes with a new wwconfig to configure the additional features.

Check the <http://www.understorm.net/rend3d9/> for more info and the download.

Supported Hardware:

Certain Intel hardware is supported aswell, let me know if they work out for you.

- * ATI Radeon 8000 series
- * ATI Radeon 9000 series
- * ATI Radeon X000 series
- * ATI Radeon X1000 series
- * NVIDIA GeForce 4 series
- * NVIDIA GeForce FX series
- * NVIDIA GeForce PCX series
- * NVIDIA GeForce 6 series
- * NVIDIA GeForce 7 series

I tested this patch out for a bit on my XFX GeForce FX5200. With Anti Aliasing 4x and Antistropic Filtering 8x enabled I got 130 FPS.

Before I installed the patch I used to only get 80 FPS with Anti Aliasing and Antistropic Filtering disabled.

So a worthy patch to have installed. I did not, however, test it during online play.

Subject: Re: Increase Renegades performance.

Posted by [Viking](#) on Mon, 19 Jun 2006 06:05:02 GMT

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COOL!

Will try when I get ren workin...

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Mon, 19 Jun 2006 06:06:25 GMT

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that's awesome...

it would be even cooler if DX9 features were implemented, like better lighting and shadows. if that happened I would start playing again (not that graphics are better than gameplay, it would just be a new experience).

Subject: Re: Increase Renegades performance.

Posted by [Tunaman](#) on Mon, 19 Jun 2006 06:54:43 GMT

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I tried it with my GeForce 7300GS and it removed all the text and my cursor from the screen.. I'll try installing the version of DirectX that was linked to but I already have 9.0c..

Edit: It will only work in windowed mode for me..

And what kind of changes would I be able to see? I have everything set at the highest level normally so I don't see much of a difference.. :S

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Mon, 19 Jun 2006 08:26:13 GMT

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will this work on the FX5200 PCI cards too, or just AGP/PCI-e?

Subject: Re: Increase Renegades performance.

Posted by [sterps](#) on Mon, 19 Jun 2006 09:45:16 GMT

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You guys should thank scorpia for this.

Subject: Re: Increase Renegades performance.

Posted by [light](#) on Mon, 19 Jun 2006 09:48:52 GMT

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I suppose using this on a Ti4200 will show little improvement?

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Mon, 19 Jun 2006 09:51:31 GMT

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well, that card doesn't support DirectX 9.0.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Mon, 19 Jun 2006 12:23:34 GMT

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Quote:I tried it with my GeForce 7300GS and it removed all the text and my cursor from the screen.. I'll try installing the version of DirectX that was linked to but I already have 9.0c..

Edit: It will only work in windowed mode for me.. Dont Get It

And what kind of changes would I be able to see? I have everything set at the highest level normally so I don't see much of a difference.. :S

Did you check to see if your card was one of the supported cards on the list?

Quote:will this work on the FX5200 PCI cards too, or just AGP/PCI-e?

It works on either AGP or PCI versions of each of the supported cards.

Subject: Re: Increase Renegades performance.

Posted by [mrpirate](#) on Mon, 19 Jun 2006 15:37:38 GMT

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130 FPS on an FX 5200? haha.

Subject: Re: Increase Renegades performance.

Posted by [SuperFlyingEngi](#) on Mon, 19 Jun 2006 17:09:29 GMT

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Will this work on a GeForce 2 MX 440 64 Mb/will it be worth downloading?

I know it's a slow card, but my 9800 Pro burned out, literally, on me a couple months ago.

Subject: Re: Increase Renegades performance.

Posted by [Jaspah](#) on Mon, 19 Jun 2006 17:42:39 GMT

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Don't download this if your card does not use DirectX 9.0c. You'll get worse performance than before (atleast that's how it should work if the engine uses newer technology).

Wouldn't this also benefit ATI cards as well?

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Mon, 19 Jun 2006 17:51:18 GMT

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I updated the post with the list of supported hardware.

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Mon, 19 Jun 2006 18:01:41 GMT

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Right... how can i uninstall this since it has worsend it down to 12 FPS?

The card is: NVIDIA GeForce FX 5200 running "nv4_disp.dll" as its main driver.

EDIT: its ok, i uninstalled it by deleting the two files (.exe and .dll)

Subject: Re: Increase Renegades performance.

Posted by [Tunaman](#) on Mon, 19 Jun 2006 18:02:48 GMT

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Umm... I'm guessing the GeForce 7300 is included in the NVIDIA GeForce 7 series so I'm pretty sure that it's supported..

I like playing in windowed mode anyways, finally I'm able to use VSync while playing windowed mode(my renegade freaks out when it gets over 90 fps so I use VSync to keep it stable) so that's pretty cool.

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Mon, 19 Jun 2006 19:06:44 GMT

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I usually use vsync because the tearing gives me a headache.

Subject: Re: Increase Renegades performance.

Posted by [Homey](#) on Mon, 19 Jun 2006 19:33:54 GMT

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My fps went 20% higher than before.

Subject: Re: Increase Renegades performance.

Posted by [Ma1kel](#) on Mon, 19 Jun 2006 20:03:42 GMT

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Homey wrote on Mon, 19 June 2006 14:33My fps went 20% higher than before. 20-40% for me, and the game looks better.

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Mon, 19 Jun 2006 23:13:12 GMT

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Well, for some weird reason the game crashes right after I load. I got the newest DirectX and everything.

EDIT: Nevermind, I just needed to reboot. I tested it online and it works fine, but I don't even see any difference. My FPS is the same as it always is at those settings.

Subject: Re: Increase Renegades performance.

Posted by [Mad Ivan](#) on Mon, 19 Jun 2006 23:48:29 GMT

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icedog90 wrote on Mon, 19 June 2006 22:06I usually use vsync because the tearing gives me a headache.

tearing?what is vsync for anyways?

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Mon, 19 Jun 2006 23:50:23 GMT

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Vertical Synchronization is an option found in many games that allows the frame rate of the game to be matched to the refresh rate of the monitor. Generally, allowing VSync provides the greatest stability, but turning it off can allow for much higher frame rates.

Subject: Re: Increase Renegades performance.

Posted by [Oblivion165](#) on Mon, 19 Jun 2006 23:54:08 GMT

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Dang this thing even fixed my generals. My water would always flash on any maps or menus and after this little patch its perfect now.

Question though, generals is the renegade engine but shouldnt this patch be directed toward renegade only?

Subject: Re: Increase Renegades performance.

Posted by [GoArmy44](#) on Mon, 19 Jun 2006 23:54:28 GMT

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This just raised my average frame rate up by 5 to 10 frames. I like it so far, but if I see any adverse side to this its good we can just switch back. I mean I can live with 45 frames in a 40 player game while running outside. Not that big of a deal with me but it does help. Thanks Scorpio.

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Mon, 19 Jun 2006 23:55:57 GMT

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Most people don't even notice, but it bugs the crap out of me if it's off. By tearing I mean you actually see lines across the screen between frames. it's kind of hard to describe, you have to see it. I don't know why almost everyone doesn't even notice, but I see it so easily.

Subject: Re: Increase Renegades performance.

Posted by [Jaspah](#) on Tue, 20 Jun 2006 00:35:30 GMT

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icedog90 wrote on Mon, 19 June 2006 19:55Most people don't even notice, but it bugs the crap out of me if it's off. By tearing I mean you actually see lines across the screen between frames. it's kind of hard to describe, you have to see it. I don't know why almost everyone doesn't even notice, but I see it so easily.

Artifacts ftl.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Tue, 20 Jun 2006 01:57:48 GMT

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Quote:Dang this thing even fixed my generals. My water would always flash on any maps or menus and after this little patch its perfect now.

Question though, generals is the renegade engine but shouldnt this patch be directed toward renegade only?

I don't know much of anything about DirectX or Direct3D, but maybe since Generals and Renegade use the same engine, the programs share similar functions, in which this patch can use [DllImport] and [DllImport] functions to access them. For example:

Generals contains some FunctionX(); and Renegade contains the same some FunctionX(); The patch uses [DllImport] and [DllImport] to retrieve those functions and has the same produced

effect on each.

I don't know if that makes any sense, but it's just a thought. (I use a similar method to retrieve functions from two separate Windows Forms in my applications)

Subject: Re: Increase Renegades performance.

Posted by [cmatt42](#) on Tue, 20 Jun 2006 05:53:23 GMT

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Dead Dave wrote on Mon, 19 June 2006 20:57Generals and Renegade use the same engine
Nein.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Tue, 20 Jun 2006 08:39:08 GMT

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cmatt42 wrote on Mon, 19 June 2006 23:53Dead Dave wrote on Mon, 19 June 2006
20:57Generals and Renegade use the same engine
Nein.

Quote:Question though, generals is the renegade engine but

Subject: Re: Increase Renegades performance.

Posted by [Ma1kel](#) on Tue, 20 Jun 2006 10:28:28 GMT

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icedog90 wrote on Mon, 19 June 2006 18:55Most people don't even notice, but it bugs the crap out of me if it's off. By tearing I mean you actually see lines across the screen between frames. It's kind of hard to describe, you have to see it. I don't know why almost everyone doesn't even notice, but I see it so easily.

I also notice that when it's off, and it really looks ugly.

Subject: Re: Increase Renegades performance.

Posted by [JeepRubi](#) on Tue, 20 Jun 2006 12:19:24 GMT

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The source engine uses W3D files, same with BFME, does this mean that C&C 3 TW will use W3Ds too? If it does, I'm making a C&C 3 mod for renegade.

Subject: Re: Increase Renegades performance.

Posted by [Oblivion165](#) on Tue, 20 Jun 2006 12:34:08 GMT

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cmatt42 wrote on Tue, 20 June 2006 01:53
Dead Dave wrote on Mon, 19 June 2006 20:57
Generals and Renegade use the same engine
Nein.

Tis

There is tremendous evidence that it is the renegade engine with just updates to graphic points like shadowing and lighting.

Im not saying its a TC or something like that but it uses W3D (Same exact one as Renegade, header is at the end of file instead of the beginning) might be visa-versa

Uses RenX to model and bone.

All objects are boned the same way as renegade.

Maps use heightfield (Enhanced of course)

It is the renegade engine, just in a different shell.

Other Note:

2,000th Post

File Attachments

1) [renegade.jpg](#), downloaded 945 times

```
00017a10h: 20 00 27 00 25 00 68 00 73 00 27 00 00 00 00 00 ; .'.%h.s.'.....  
00017a20h: 3C 7A 41 00 2C 7A 41 00 02 00 00 00 52 65 6E 65 ; <zA.,zA.....Ren  
00017a30h: 67 61 64 65 20 44 61 74 61 00 00 00 52 65 6E 65 ; gade Data...Rene  
00017a40h: 67 61 64 65 20 47 61 6D 65 00 00 00 61 3A 5C 00 ; gade Game...a:\.  
00017a50h: 4F 70 74 69 6F 6E 73 00 53 4F 46 54 57 41 52 45 ; Options.SOFTWARE  
00017a60h: 5C 57 65 73 74 77 6F 6F 64 5C 57 4F 4C 41 50 49 ; \Westwood\WOLAPI
```

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Tue, 20 Jun 2006 13:57:34 GMT

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if generals (basically) uses the renegade engine, couldnt someone sort of port the generals engine into renegade?

Subject: Re: Increase Renegades performance.

Posted by [MexPirate](#) on Tue, 20 Jun 2006 15:47:42 GMT

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Oblivion165 wrote on Tue, 20 June 2006 14:34cmatt42 wrote on Tue, 20 June 2006 01:53Dead Dave wrote on Mon, 19 June 2006 20:57Generals and Renegade use the same engine Nein.

Tis

There is tremendous evidence that it is the renegade engine with just updates to graphic points like shadowing and lighting.

Im not saying its a TC or something like that but it uses W3D (Same exact one as Renegade, header is at the end of file instead of the beginning) might be visa-versa

Uses RenX to model and bone.

All objects are boned the same way as renegade.

Maps use heightfield (Enhanced of course)

It is the renegade engine, just in a different shell.

Other Note:

2,000th Post

GG'd

Nice way to reach the big 2000

Subject: Re: Increase Renegades performance.

Posted by [Renx](#) on Tue, 20 Jun 2006 15:57:05 GMT

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They don't use the same engine. This will work on any game. it has nothing to do with how similar the engines are.

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Tue, 20 Jun 2006 18:59:52 GMT

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Generals uses the SAGE engine, which is being modified for C&C 3.

Subject: Re: Increase Renegades performance.

Posted by [Mad Ivan](#) on Tue, 20 Jun 2006 20:38:19 GMT

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Generals is DX8-based and it's simply a port of the W3D Engine to a rts-variant, named SAGE.
This should work there too.

removes dust from generals cds

Subject: Re: Increase Renegades performance.

Posted by [Renx](#) on Tue, 20 Jun 2006 20:53:10 GMT

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Renx wrote on Tue, 20 June 2006 12:57This will work on any game. it has nothing to do with how similar the engines are.

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Tue, 20 Jun 2006 21:14:44 GMT

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Getting back on topic here...

I, personally wouldent reccomend using this utility if you (still) use old PCI cards as it may decrease perfomance.

Subject: Re: Increase Renegades performance.

Posted by [Renx](#) on Tue, 20 Jun 2006 21:41:54 GMT

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It shouldn't be used on any cards that don't default to DX9. Old PCI cards would most likely fall into that catagory.

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Tue, 20 Jun 2006 22:43:15 GMT

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Its not DX9, that runs fine on the card. Maybe its the utility? Maybe i installed it wrong since there

was no instructions for installation? All i know it it failed to boost my FPS so its uninstalled from my system.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Tue, 20 Jun 2006 23:23:40 GMT

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Quote: Getting back on topic here...

I, personally wouldent reccomend using this utility if you (still) use old PCI cards as it may decrease perfomance.

My card is PCI and it supports DirectX 9c and OpenGL 1.5. It doesn't get that great of performance on newer games but it runs most of them fine for me.

And there were instructions on how to install the patch on there website just a tad further down from the download link.

Quote: How to install:

Download and unzip the latest build of RenD3D9 and extract the contents in to your Renegade game directory.

After you installed RenD3D9 launch wwconfig2.exe (located in your renegade directory) to configure the new features.

To be able to run RenD3D9 make sure to install the DirectX 9.0c June 2006 release.

Subject: Re: Increase Renegades performance.

Posted by [=HT=T-Bird](#) on Wed, 21 Jun 2006 00:19:28 GMT

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Scorpio: I am getting both a crash and a freeze...

To crash RenD3D9, press Alt-Tab while Ren is loading a map. O.o

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Wed, 21 Jun 2006 00:23:26 GMT

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Well, it may be the fact that when i edit "WWConfig2.exe" and hit "ok" it returns to normal/default. Anywho, i'm ok without it.

Subject: Re: Increase Renegades performance.

Posted by [Sanada78](#) on Wed, 21 Jun 2006 01:23:36 GMT

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Might install Ren again to try this out. Even with a 6800GS my FPS was never exceptional (70-80) but it'll be interesting to see how this works. On my old Radeon there was a DX option to unlimit the FPS and I got about 300 on the menu screen but I can't remember what it was.

As for Vsync, it basically synchronizes the FPS with the screen refresh rate which somebody has already said. A CRT draws the screen with a single point/dot spanning the screen from top to bottom really fast (refresh rate speed), drawing each dot/pixel in horizontal lines and Vsync allows it to keep up. Atleast that's how I think it works. I dunno about TFTs. Do you get ripping on them? I'm guessing you do but the screen must draw differently.

Subject: Re: Increase Renegades performance.

Posted by [Homey](#) on Wed, 21 Jun 2006 01:38:32 GMT

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Ma1kel wrote on Mon, 19 June 2006 16:03Homey wrote on Mon, 19 June 2006 14:33My fps went 20% higher than before.

20-40% for me, and the game looks better.

Yep nice and crisp.

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Wed, 21 Jun 2006 01:41:08 GMT

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Yeah, you get ripping on LCD monitors.

Don't expect a performance boost, sanada. I have a 6800 and the only thing that goes faster is the loading screen. This is better for people who have somewhere around the FX series and the ATI 9000 series.

Subject: Re: Increase Renegades performance.

Posted by [kopaka649](#) on Wed, 21 Jun 2006 02:24:04 GMT

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Cool, but could this get you banned from renguard?

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Wed, 21 Jun 2006 04:07:47 GMT

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I doubt it. It doesn't interfere with anything so I don't see why Crimson would ban anyone for using this.

Subject: Re: Increase Renegades performance.
Posted by [icedog90](#) on Wed, 21 Jun 2006 04:56:09 GMT
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I actually think this should be stickied.

Subject: Re: Increase Renegades performance.
Posted by [Doitile](#) on Wed, 21 Jun 2006 06:22:54 GMT
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I can't see this helping the 4 series. Are you sure? I'll try it if it will in fact help but I'm skeptical. Dx9 is mean to me and my GF4 and I don't see using DX9 optimizations helping.

Subject: Re: Increase Renegades performance.
Posted by [Goztow](#) on Wed, 21 Jun 2006 06:30:31 GMT
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It didn't help for my GeForce Go5700FX but it didn't do any bad neather. It just well, staid the same .

Subject: Re: Increase Renegades performance.
Posted by [icedog90](#) on Wed, 21 Jun 2006 06:44:05 GMT
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You should at least get faster loading times.

Subject: Re: Increase Renegades performance.
Posted by [Goztow](#) on Wed, 21 Jun 2006 06:45:25 GMT
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icedog90 wrote on Wed, 21 June 2006 08:44You should at least get faster loading times.
Thanks to scripts.dll they already are very fast.

Subject: Re: Increase Renegades performance.
Posted by [nopol10](#) on Wed, 21 Jun 2006 09:18:10 GMT

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I get 700+ fps when on the loading screen and 100+ fps on the menus. There isn't much difference when on Online play. Its an old Mobility Radeon 9200, so I can't squeeze too much out of it.

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Wed, 21 Jun 2006 09:34:33 GMT

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Certainly looks nicer, no real fps change (still a steady 75), but I had all the effects on full, using a radeon 9800se, and there are some nice effects ingame...

One problem... it causes renguard to crash on loading.. why is this? Renegade loads normally if you start it using game2.exe, but if you load renguard it crashes.... if this is not going to be compatable with rg I will have to remove it again..

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Wed, 21 Jun 2006 11:05:53 GMT

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oh, and another thing, renegade now crashes when you alt-tab >.< I presume it's not supposed to do this?

Subject: Re: Increase Renegades performance.

Posted by [=HT=T-Bird](#) on Wed, 21 Jun 2006 12:07:04 GMT

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danpaul88 wrote on Wed, 21 June 2006 06:05oh, and another thing, renegade now crashes when you alt-tab >.< I presume it's not supposed to do this?

I have the same problem...I think its a bug >.<

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Wed, 21 Jun 2006 14:47:04 GMT

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Remember though, this patch is still in its early stages of developement considering it is fairly new. Over time I sure the bugs will get worked out.

Quote:I actually think this should be stickied.

That would be a good idea. It would benefit not only members of this forum who don't visit often,

(so may never see this topic), and it would benefit new members as well.

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Wed, 21 Jun 2006 16:05:31 GMT

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danpaul88 wrote on Wed, 21 June 2006 06:05oh, and another thing, renegade now crashes when you alt-tab >.< I presume it's not supposed to do this?

Hit the Windows Key, (found between the CTRL and ALT keys) always works to minimise for me.

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Wed, 21 Jun 2006 16:28:30 GMT

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danpaul88 wrote on Wed, 21 June 2006 02:34Certainly looks nicer, no real fps change (still a steady 75)

it's because you have vsync enabled.

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Wed, 21 Jun 2006 18:53:16 GMT

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oh, ok

goes to try without vsync

well fps goes up to 120+, 150 when looking at animated objects (wierd how it goes HIGHER when theres more processing to do... but meh.. not complaining)

Oh, and I agree with your siggy, TA Spring is great

EDIT: oh, and minimising with the windows key has the same effect, when you try to reopen the renegade window it crashes

Subject: Re: Increase Renegades performance.

Posted by [Goztow](#) on Wed, 21 Jun 2006 19:36:03 GMT

icedog90 wrote on Wed, 21 June 2006 18:28danpaul88 wrote on Wed, 21 June 2006 02:34Certainly looks nicer, no real fps change (still a steady 75)

it's because you have vsync enabled.
You are so right, my FPS now is up to 120...

Subject: Re: Increase Renegades performance.

Posted by [EA-DamageEverything](#) on Thu, 22 Jun 2006 00:29:58 GMT

Dead Dave wrote on Mon, 19 June 2006 06:43I tested this patch out for a bit on my XFX GeForce FX5200. With Anti Aliasing 4x and Antistropic Filtering 8x enabled I got 130 FPS.

Before I installed the patch I used to only get 80 FPS with Anti Aliasing and Antistropic Filtering disabled.OMFG (I must write it this time)=

I have an Intel Pentium4 with 2,4Ghz / 1GB real good GSkill Ram and the FX5200. And I want to know what kind of CPU do you use? The fps values you've posted are in some Areas of a Nvidia 6600GT!

To stop those questions about Videocards which are supporting DX9=

Nvidia= Geforce 5 (FX), Geforce 6 and Geforce 7 up to 7900GTX

ATI= Radeon 9000 series, all X000 series, all X1000series and higher up to X1900XTX (The Radeon 8500 does NOT support DX9), it supports DX8.1!)

So this means, the minimum Hardware is a Radeon 9200 or FX5200. Below, there is ZERO DirectX9 Hardware Support present.

And don't forget, Renegade is coded in DirectX, so a better CPU is more important than a better Videocard. A faster Videocard with more Speed is good for keeping your FPS constantly at the average Level when big rushes will come. A faster CPU will increase the average FPS...

On BF2 or just NFS, it's the same.

The news about this tool are going through many forums in Germany now since a member from UES posted them.

In my humble opinion, it only can raise the fps by tweaking the graphics driver. This is the same way the DNA- and Omegadrivers tweak the drivers.

www.omegadrivers.net -this will increase the FPS up to 70more (depending on the Videocard).

=====

@nopol10

You mean 700+ in the menu and 100+ ingame. I have had an AMD 3200+, 1GB Corsair Ram and the Nvidia 6600GT. I got in the menu 500+ with the omegadrive and up to 120-130 ingame. I recommend everyone to use the Omegadrive, install it on Quality (because this increases the pure FPS performance also) and look at the console when being ingame.

You can easily overclock the Videocard with this driver. It searches for the safe maximum the Videocard can handle. On my old 6600GT which ran on 500Mhz Core and 1Ghz effective DDR, it set the card to 576/1150...

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Thu, 22 Jun 2006 00:33:59 GMT

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it's too bad they stopped supporting nVIDIA 50 years ago.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Thu, 22 Jun 2006 01:19:00 GMT

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EA-DamageEverything wrote on Wed, 21 June 2006 18:29
Dead Dave wrote on Mon, 19 June 2006 06:43
I tested this patch out for a bit on my XFX GeForce FX5200. With Anti Aliasing 4x and Antistropic Filtering 8x enabled I got 130 FPS.

Before I installed the patch I used to only get 80 FPS with Anti Aliasing and Antistropic Filtering disabled.OMFG (I must write it this time)=

I have an Intel Pentium4 with 2,4Ghz / 1GB real good GSkill Ram and the FX5200. And I want to know what kind of CPU do you use? The fps values you've posted are in some Areas of a Nvidia 6600GT!

To stop those questions about Videocards which are supporting DX9=

Nvidia= Geforce 5 (FX), Geforce 6 and Geforce 7 up to 7900GTX

ATI= Radeon 9000 series, all X000 series, all X1000series and higher up to X1900XTX (The Radeon 8500 does NOT support DX9), it supports DX8.1!)

So this means, the minimum Hardware is a Radeon 9200 or FX5200. Below, there is ZERO DirectX9 Hardware Support present.

And don't forget, Renegade is coded in DirectX, so a better CPU is more important than a better Videocard. A faster Videocard with more Speed is good for keeping your FPS constantly at the average Level when big rushes will come. A faster CPU will increase the average FPS...

Is your video card the "NVIDIA" FX5200 or the "XFX" FX 5200?

Quote:I have an Intel Pentium4 with 2,4Ghz / 1GB real good GSkill Ram and the FX5200.

I have an Intel Pentium 4 3Ghz, with 1GB of Corsair XMS Gaming RAM, and the XFX FX 5200.

And you have to take into account, it isn't just the performance ratings of your hardware that matter. There are other factors to take into consideration as well. Your computers health is the biggest part. Things like your hard drive being extremely fragmented, your RAM being fragmented, your hard drive having low memory, having a lot of useless processes running, viruses, spyware, malware, adware, ect. There are a lot of factors besides hardware that matters.

Also, in a previous post, I said I did not test it during online play, I only tested it in multiplayer practice. I had Vsync disabled as well.

Subject: Re: Increase Renegades performance.

Posted by [Goztow](#) on Thu, 22 Jun 2006 06:40:24 GMT

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This project is a definite MUST GET for people owning compatible video cards.

I'm actually experiencing the game in full details now whereas I always had to play on the one but lowest performance setting. I still need to find the exact best settings after some testing though.

Subject: Re: Increase Renegades performance.

Posted by [Carrierll](#) on Thu, 22 Jun 2006 12:07:50 GMT

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sigh

All you people saying "I used to get 70FPS"

I get 20. I've got to try this tool.

Subject: Re: Increase Renegades performance.

Posted by [=HT=T-Bird](#) on Thu, 22 Jun 2006 12:23:33 GMT

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My FPS seems to be much more solid when I'm not recording. I am getting some (seemingly random) lockups of Renegade though...

Subject: Re: Increase Renegades performance.

Posted by [CarrierII](#) on Thu, 22 Jun 2006 15:23:57 GMT

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Anyone with any clue as to why DX9.0c is 52 MB?

lol

Those people who are getting 700+ FPS... wtf?

Subject: Re: Increase Renegades performance.

Posted by [Homey](#) on Thu, 22 Jun 2006 17:32:57 GMT

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Mine has never gone past 512 or something just about 500...i think it's a lie.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Thu, 22 Jun 2006 18:35:59 GMT

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Wrong, read again. They were getting 700+ FPS on the menu screen, not in game. And it is possible.

Subject: Re: Increase Renegades performance.

Posted by [trooprm02](#) on Thu, 22 Jun 2006 19:32:45 GMT

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Nice find!

How come no one knew about this earlier?

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Thu, 22 Jun 2006 20:10:38 GMT

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I posted this topic only 2 hours after it was posted at CNCDEN. As for how Lion found it, I wouldn't know.

Subject: Re: Increase Renegades performance.

Posted by [Ma1kel](#) on Thu, 22 Jun 2006 20:47:25 GMT

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Through;

I think.

Subject: Re: Increase Renegades performance.

Posted by [Homey](#) on Thu, 22 Jun 2006 21:00:15 GMT

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Dead Dave wrote on Thu, 22 June 2006 14:35Wrong, read again. They were getting 700+ FPS on the menu screen, not in game. And it is possible.

I was talking about the menu screen. I'd sure love to see proof, not that having a frame rate over 50 matters.

Subject: Re: Increase Renegades performance.

Posted by [Homey](#) on Thu, 22 Jun 2006 21:03:15 GMT

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Dead Dave wrote on Thu, 22 June 2006 14:35Wrong, read again. They were getting 700+ FPS on the menu screen, not in game. And it is possible.

I was talking about the menu screen. I'd sure love to see proof, not that having a frame rate over 50 matters.

Subject: Re: Increase Renegades performance.

Posted by [Doitie](#) on Thu, 22 Jun 2006 21:29:06 GMT

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I think I might test this thing out when I get my new computer. See how much EXTRA performance I can get out of Dual 7900GTX's SLI'd playing Renegade.

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Thu, 22 Jun 2006 22:52:00 GMT

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Homey wrote:Dead Dave wrote on Thu, 22 June 2006 14:35Wrong, read again. They were getting 700+ FPS on the menu screen, not in game. And it is possible.

I was talking about the menu screen. I'd sure love to see proof, not that having a frame rate over 50 matters.

I personally do not get 700 FPS on the menu screen, but I have seen as high as 550 on my

friends computer. As for proof, you will have to ask the people who stated they got the 700+ FPS or so.

Subject: Re: Increase Renegades performance.
Posted by [i0ncl0ud9](#) on Fri, 23 Jun 2006 05:42:12 GMT
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none i have dual 7800 gtx and its the exact same

Subject: Re: Increase Renegades performance.
Posted by [Goztow](#) on Fri, 23 Jun 2006 07:27:50 GMT
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i0ncl0ud9 wrote on Fri, 23 June 2006 07:42none i have dual 7800 gtx and its the exact same
Did you put vertical sync off?

I got around 450 in menu and that's with a GO5700FX, 64 MB...

Subject: Re: Increase Renegades performance.
Posted by [Zion](#) on Fri, 23 Jun 2006 07:35:06 GMT
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These omega drivers are great:) I get 80-90 FPS ingame and even more when high action is going on. Usually about 120-150 in the "WWUI"

Subject: Re: Increase Renegades performance.
Posted by [Refue11er](#) on Fri, 23 Jun 2006 08:45:27 GMT
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Does anyone know how to provide feedback or submit technical problems to the author of this tool? Have looked at the original site and does not appear to be a easily accessible way of posting/informing him/her/them - mind you i may be being stoopit.

However, the collective genius's here may well be able to help. I have:

AMD 3500+
2 Gb Ram
NVidia GeForce 6200 turbocache 256 mb card (cheap i know, but came with system).

Tried the tool but have the following problem. When i start renegade through the Renguard icon, the game "attempts" to load and i get the renegade sound but a blank (black screen). The EA Games splash is not visible,; i click esc to get through the video etc until i arrive at the options

screen. Here is the problem. There is all the relevant imagery but no writing and no visible mouse pointer which means it is impossible to progress the load.

In reaching that point i had updated the Gphx card drivers from the nvidida site. I had downloaded the correct Direct X and installed it. I even went as far as updating my monitor (LG CRT) drivers. I restarted PC. I un installed Ren (completely) including several registry flushes to ensure complete eradication of Westwood components etc. Did a complete and fresh install of renegade and checked it worked satisfactorily. I tried all the variables in the WWConfig2.exe - all gave the same result. I removed tech two files and ran renegade and it worked perfectly, but with my standard 75 FPS.

I ran the prog again in windowed mode and got the game to work but only at 30-40 FPS (i set up a single player server for myself). I turned windowed mode off and got same problem - invisible mouse and no writing.

So..... any constructive advice as i would like to try this and see if it gives an improved game experience.

Subject: Re: Increase Renegades performance.

Posted by [nopol10](#) on Fri, 23 Jun 2006 09:24:34 GMT

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Well actually, 700+ fps is at the screen directly before the map loading screen (joining game dialog box). At the menus, i get 100+ and in the game it drops to 50-70 fps.

And one question, how am I going to reinstall ATI's drivers if OmegaDriver screws up my system. (I haven't installed it yet.)

Subject: Re: Increase Renegades performance.

Posted by [Carrierll](#) on Fri, 23 Jun 2006 10:38:18 GMT

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OK, Good news.

VERY positive results with a:

Connect 3D Radeon 9550 512 MB.

Can now get 180 FPS on menus and 50 ingame (small servers)

Not bad for a seven year old system. Still tweaking.

Subject: Re: Increase Renegades performance.

Posted by [almor999](#) on Fri, 23 Jun 2006 11:42:26 GMT

nopol10 wrote on Fri, 23 June 2006 05:24Well actually, 700+ fps is at the screen directly before the map loading screen (joining game dialog box). At the menus, i get 100+ and in the game it drops to 50-70 fps.

And one question, how am I going to reinstall ATI's drivers if OmegaDriver screws up my system. (I haven't installed it yet.)

If you need to reinstall the ATI drivers simply download the latest one from the ATI site. Then uninstall Radeon Omega Driver from your add/remove programs list and run the executable to install the ATI one.

I doubt you will have any problems with it, I use the Omega drivers and I find that they are much more reliable than the ATI ones. The ATI Tray Tools also have some nice features that I use.

-- Edited to quote right post.

Subject: Re: Increase Renegades performance.

Posted by [Refue11er](#) on Fri, 23 Jun 2006 13:31:12 GMT

almor999 wrote on Fri, 23 June 2006 07:42Refue11er wrote on Fri, 23 June 2006 04:45Does anyone know how to provide feedback or submit technical problems to the author of this tool? Have looked at the original site and does not appear to be a easily accessible way of posting/informing him/her/them - mind you i may be being stoopit.

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I doubt you will have any problems with it, I use the Omega drivers and I find that they are much more reliable than the ATI ones. The ATI Tray Tools also have some nice features that I use. Think u quoted teh wrong post mate - i have an nvidia GeForce 6200 card... someone else was talking about the ATI drivers

Subject: Re: Increase Renegades performance.

Posted by [Sir Kane](#) on Fri, 23 Jun 2006 14:56:05 GMT

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danpaul88 wrote on Wed, 21 June 2006 06:05oh, and another thing, renegade now crashes when you alt-tab >.< I presume it's not supposed to do this?

It's a problem with ATI cards, relates to either AA or AF, try turning them off.

Subject: Re: Increase Renegades performance.

Posted by [=HT=T-Bird](#) on Fri, 23 Jun 2006 16:10:11 GMT

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Silent Kane wrote on Fri, 23 June 2006 09:56danpaul88 wrote on Wed, 21 June 2006 06:05oh, and another thing, renegade now crashes when you alt-tab >.< I presume it's not supposed to do this?

It's a problem with ATI cards, relates to either AA or AF, try turning them off.

My GF6600GT does this with AA and AF off dude...it's a bug

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Fri, 23 Jun 2006 17:50:12 GMT

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either way I hope it is planned to be fixed in the next version. I will try turning AA and AF off, but

tbh they are the main attractions of using the program oh well... can't complain

Subject: Re: Increase Renegades performance.

Posted by [JeepRubi](#) on Fri, 23 Jun 2006 19:44:26 GMT

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The omeaga drivers are AWESOME! If anyone is wondering if you should use them or not, use them!

My rengade doubled the fps and my bf2 went from playing medium graphics to everythin high.

Im using a raderon X1300 and its like a whole new card.

Subject: Re: Increase Renegades performance.

Posted by [Zion](#) on Fri, 23 Jun 2006 23:30:31 GMT

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Jeep Rubi wrote on Fri, 23 June 2006 20:44The omeaga drivers are AWESOME! If anyone is wondering if you should use them or not, use them!

My rengade doubled the fps and my bf2 went from playing medium graphics to everythin high.

Im using a raderon X1300 and its like a whole new card.

I agree to this, their great drivers. Soemtimes i get mine up to 100fps ingame but thats with hardilly any movement, and i have PCI which is the worst graphical interface ever! And two monitors with action on both of them.

Subject: Re: Increase Renegades performance.

Posted by [terminator 101](#) on Sat, 24 Jun 2006 02:57:07 GMT

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I have Intel Graphics media accelerator, and I wonder if this will work with it, maybe I will give it a try.

Subject: Re: Increase Renegades performance.

Posted by [z310](#) on Sat, 24 Jun 2006 18:18:13 GMT

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It likes to crash Renguard. :-\

If the files are installed, running the game crashes RG. If I have the files out of the folder, the game and RG runs just fine.

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Sat, 24 Jun 2006 19:06:56 GMT

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if you have xfire go to options and disable in-game support for renegade, because renguard bumps renegade to game2.exe, xfire tries to interface with renguard. For some reason it only causes crashes with this patch on... wierd

Subject: Re: Increase Renegades performance.

Posted by [=HT=T-Bird](#) on Sat, 24 Jun 2006 19:10:48 GMT

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danpaul88 wrote on Sat, 24 June 2006 14:06if you have xfire go to options and disable in-game support for renegade, because renguard bumps renegade to game2.exe, xfire tries to interface with renguard. For some reason it only causes crashes with this patch on... wierd
Or just point XFire at game2.exe (and tell it to use the right renderer or else you'll still get a crash).

Subject: Re: Increase Renegades performance.

Posted by [unknownLogan](#) on Sat, 24 Jun 2006 21:11:44 GMT

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please tell me this is working on laptops with ati chipsets, please

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Sat, 24 Jun 2006 21:17:52 GMT

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=HT=T-Bird wrote on Sat, 24 June 2006 20:10danpaul88 wrote on Sat, 24 June 2006 14:06if you have xfire go to options and disable in-game support for renegade, because renguard bumps renegade to game2.exe, xfire tries to interface with renguard. For some reason it only causes crashes with this patch on... wierd
Or just point XFire at game2.exe (and tell it to use the right renderer or else you'll still get a crash).

yeah, but you would have to do that every single time the program updates... it's annoying

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Sat, 24 Jun 2006 22:07:28 GMT

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I don't use Xfire much anymore, but if I remember right it doesn't update that often. Or have they been doing updates more often now?

Subject: Re: Increase Renegades performance.

Posted by [danpaul88](#) on Sat, 24 Jun 2006 22:26:05 GMT

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usually updates once a month or so

Subject: Re: Increase Renegades performance.

Posted by [z310](#) on Sat, 24 Jun 2006 23:05:06 GMT

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danpaul88 wrote on Sat, 24 June 2006 15:06if you have xfire go to options and disable in-game support for renegade, because renguard bumps renegade to game2.exe, xfire tries to interface with renguard. For some reason it only causes crashes with this patch on... wierd

Tyvm.

Subject: Re: Increase Renegades performance.

Posted by [OWA](#) on Sat, 24 Jun 2006 23:38:56 GMT

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Meh, slows down my renegade. And I am running on a supported Geforce FX card with the latest DX installed. I will try reinstalling DX.

Subject: Re: Increase Renegades performance.

Posted by [nopol10](#) on Sun, 25 Jun 2006 09:13:05 GMT

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Odd... Omega Driver seems to be doing nothing to my FPS. Am I doing anything wrong?

Oh and in reply to one of the earlier post, the DX9 patch for Renegade does work for notebook versions of the graphics card.

It also works with Red Alert: A Path Beyond (duh.)

Subject: Re: Increase Renegades performance.

Posted by [kopaka649](#) on Sun, 25 Jun 2006 21:30:57 GMT

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FX Cards don't have real specification DX9, that could be why.

Subject: Re: Increase Renegades performance.

Posted by [omega79](#) on Mon, 26 Jun 2006 14:50:50 GMT

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Refue11er wrote on Fri, 23 June 2006 04:45Does anyone know how to provide feedback or submit technical problems to the author of this tool? Have looked at the original site and does not appear to be a easily accessible way of posting/informing him/her/them [...]

so someone knows where to get support ?

i had an errormessage which said i should go here for support ...
but seems there is no board for this tool so far

i have a problem, after my computer was on for some hours (like 24h or more) i cant start renegade if i use this awesome tool ...

if i want to load the game it crashes to the DT the same moment the game menu appears.
if i reboot my computer renegade works perfect again.

GF 6800

AMD XP64 3200+

latest drivers

latest DX9 (downloaded by the link of the tools main page)

windows xp x64

no reneguard

Subject: Re: Increase Renegades performance.

Posted by [JeepRubi](#) on Tue, 27 Jun 2006 00:28:49 GMT

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Cant you just live with rebooting your computer before playing Renegade?

Subject: Re: Increase Renegades performance.

Posted by [Kamuix](#) on Tue, 27 Jun 2006 00:53:53 GMT

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No because my slow peice o shit takes too long to restart Aside from that I'm lazy.

Subject: Re: Increase Renegades performance.

Posted by [omega79](#) on Tue, 27 Jun 2006 03:10:40 GMT

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Jeep Rubi wrote on Mon, 26 June 2006 20:28Cant you just live with rebooting your computer before playing Renegade?

no ... i do not want to restart my computer

and it tooks ages cuz of all the tools i autostart and all the passwords i have to enter ...

and rebooting would just ease the sympthoms and not cure the sickness ...

Subject: Re: Increase Renegades performance.

Posted by [=HT=Duro](#) on Tue, 27 Jun 2006 18:27:03 GMT

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i got it working for 30 min yesterday ... today i tried to play .. it start .. then it crashed .. annoying ..

i played yesterday with AA4x and AF 16x and i saw some improvement, tearing pissed me off so i stay with vsync on. when off got 550-580 fps durin loading and 80-130 ingame, but now .. i cant play with this tweak .. i liked the AA feature but its the only ggod think it made in my pc, no fps boost or anything like that, it will help ppl with middle range pc, like 9200-9500 ati or FX series. i got a 7600GS 512mb and its like before. only sharper when i use AF 16X .. when it dont crash

Subject: Re: Increase Renegades performance.

Posted by [Aprime](#) on Tue, 27 Jun 2006 18:54:58 GMT

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unknownLogan wrote on Sat, 24 June 2006 17:11please tell me this is working on laptops with ati chipsets, please

Check the specifications of that chipset, and if it runs DirectX 9 it will work.

Subject: Re: Increase Renegades performance.

Posted by [kopaka649](#) on Tue, 27 Jun 2006 20:40:27 GMT

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Just force AA and AF in you video card driver's control panel.

Subject: Re: Increase Renegades performance.

Posted by [CarrierII](#) on Wed, 28 Jun 2006 17:06:39 GMT

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OKIE, Just to get a few things straight.

This tool WILL work if your graphics card supports DirectX 9.

This tool achieves better frame rates if you DISABLE V-Sync. (easy in ATI's Catalyst Control Center)

This tool achieves better frame rates if AA (Anti-Aliasing) and AF (Anisotropic filtering) are ENABLED.

Hope that helps. Also, this is not a cheat of any kind, odd that RG moans at it. anyways.

Subject: Re: Increase Renegades performance.

Posted by [omega79](#) on Wed, 28 Jun 2006 17:13:38 GMT

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i still wonder if there will be any kind of support by the maker ...
cuz that is what an error message told me ... go to renforums.com for support ...

Subject: Re: Increase Renegades performance.

Posted by [omega79](#) on Wed, 12 Jul 2006 18:30:07 GMT

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is there any news or something ?
will there be a new version ?

Subject: Re: Increase Renegades performance.

Posted by [icedog90](#) on Wed, 12 Jul 2006 23:13:14 GMT

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haven't seen anything new.

<http://www.understorm.net/rend3d9/>

Subject: Re: Increase Renegades performance.

Posted by [omega79](#) on Thu, 13 Jul 2006 19:52:21 GMT

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to bad ... its still crashing at my comp ... seems there wont be a new version

Subject: Re: Increase Renegades performance.
Posted by [cmatt42](#) on Thu, 13 Jul 2006 20:45:27 GMT
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Isn't. That doesn't mean there won't be any in the future. Actually, there will be more versions, as apparently the real reason why this is being done isn't in the current version.

Subject: Re: Increase Renegades performance.
Posted by [omega79](#) on Fri, 14 Jul 2006 13:35:11 GMT
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very nice cuz i really liked it ... its just sad there is no news or announcement ... do not mean a regular news thing or somth ... just a note what is planed, that this is not the final ... you know what i mean ?

but very good to know there will be a new version

Subject: Re: Increase Renegades performance.
Posted by [glyde51](#) on Fri, 14 Jul 2006 17:36:00 GMT
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This interested me enough to make me post, and play C&C Renegade for a short while.

Very, very nice.

Subject: Re: Increase Renegades performance.
Posted by [mrpirate](#) on Fri, 14 Jul 2006 20:37:56 GMT
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I tried this with my X1800 XT and, if anything, noticed a slight decrease in performance. AA and AF were on, by the way.

Subject: Re: Increase Renegades performance.
Posted by [mision08](#) on Sun, 16 Jul 2006 09:33:29 GMT
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Please delete this post.

Subject: Re: Increase Renegades performance.
Posted by [csskiller](#) on Tue, 18 Jul 2006 18:52:18 GMT

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Anyone know if this works for a Powercolor (in other works Piece of shit) Radeon 9250? I'm not really sure if this would or would not fall under the 9x00 series. And I'm too poor to get a somewhat better card at this time.

Subject: Re: Increase Renegades performance.

Posted by [mision08](#) on Tue, 18 Jul 2006 19:05:16 GMT

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There is only one way to know for sure, if it works with your system.

Subject: Re: Increase Renegades performance.

Posted by [mrpirate](#) on Tue, 18 Jul 2006 19:18:45 GMT

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The Radeon 9250 doesn't have hardware support for DirectX 9.0 if I remember correctly, since it's a slightly faster version of the Radeon 9200 which is a slightly faster version of the Radeon 9000 which is based on the Radeon 8500 core.

Subject: Re: Increase Renegades performance.

Posted by [csskiller](#) on Tue, 18 Jul 2006 20:21:54 GMT

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Ah, ok I guess 60 FPS is good enough for me then

Subject: Re: Increase Renegades performance.

Posted by [PaRaDoX](#) on Wed, 19 Jul 2006 11:22:35 GMT

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Ok users of the cards that get the missing menu or crashing try this one
<http://renegade-help.com/upload/users/paradox/d3d8.zip> erase the the old files and use that one.
It works for any directx8 game i suppose.

Subject: Re: Increase Renegades performance.

Posted by [Majin Vegeta](#) on Wed, 02 Aug 2006 16:58:02 GMT

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just installed rene had a few games using this.. noticeable improvements thank you scorp

i found a bug when i alt tab and maximise the game once again it closes and i'm left facing

renguard

anybody know a fix?

Subject: Re: Increase Renegades performance.

Posted by [cmatt42](#) on Wed, 02 Aug 2006 23:10:48 GMT

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Majiin Vegeta wrote on Wed, 02 August 2006 11:58just installed rene had a few games using this.. noticeable improvements thank you scorpyp

i found a bug when i alt tab and maximise the game once again it closes and i'm left facing renguard

anybody know a fix?

That only happens to ATI cards. The solution is to disable AA.

Subject: Re: Increase Renegades performance.

Posted by [=HT=T-Bird](#) on Thu, 03 Aug 2006 00:12:16 GMT

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cmatt42 wrote on Wed, 02 August 2006 18:10Majiin Vegeta wrote on Wed, 02 August 2006 11:58just installed rene had a few games using this.. noticeable improvements thank you scorpyp

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anybody know a fix?

That only happens to ATI cards. The solution is to disable AA.

WRONG! I got that bug on my GF6600GT, irregardless of my AA setting!

Subject: Re: Increase Renegades performance.

Posted by [Majiin Vegeta](#) on Thu, 03 Aug 2006 00:47:08 GMT

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cmatt42 wrote on Thu, 03 August 2006 00:10Majiin Vegeta wrote on Wed, 02 August 2006 11:58just installed rene had a few games using this.. noticeable improvements thank you scorpyp

i found a bug when i alt tab and maximise the game once again it closes and i'm left facing renguard

anybody know a fix?

That only happens to ATI cards. The solution is to disable AA.

hmm i will try not to alt tab.. jaggy edges hurt my eyes

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Thu, 03 Aug 2006 00:57:24 GMT

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This patch is fairly new, so give the creators some time and I am sure they can come up with a fix.

Subject: Re: Increase Renegades performance.

Posted by [cmatt42](#) on Thu, 03 Aug 2006 04:28:47 GMT

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=HT=T-Bird wrote on Wed, 02 August 2006 19:12cmatt42 wrote on Wed, 02 August 2006 18:10Majin Vegeta wrote on Wed, 02 August 2006 11:58just installed rene had a few games using this.. noticeable improvements thank you scorp

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anybody know a fix?

That only happens to ATI cards. The solution is to disable AA.

WRONG! I got that bug on my GF6600GT, irregardless of my AA setting!

I was misinformed then.

Subject: Re: Increase Renegades performance.

Posted by [Doitie](#) on Fri, 11 Aug 2006 07:45:19 GMT

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This just crashes on level load for me... :/

I've got SLI'd 7900GTs which I'd imagine should be supported.

Subject: Re: Increase Renegades performance.

Posted by [rm5248](#) on Sat, 12 Aug 2006 04:42:11 GMT

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Doitie wrote on Fri, 11 August 2006 02:45This just crashes on level load for me... :/

I've got SLI'd 7900GTs which I'd imagine should be supported.

I've got 1 7900... Works fine for me. =/

Subject: Re: Increase Renegades performance.
Posted by [SoQMaJ0rS](#) on Fri, 02 Feb 2007 20:25:16 GMT
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bump.. Those links doesn't work :S

Subject: Re: Increase Renegades performance.
Posted by [cmatt42](#) on Fri, 02 Feb 2007 21:06:31 GMT
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Don't get it. Get this instead: <http://4camp.net/scripts314.exe>

Subject: Re: Increase Renegades performance.
Posted by [Jimbo27](#) on Sat, 03 Feb 2007 17:30:44 GMT
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cmatt42 wrote on Fri, 02 February 2007 16:06
Don't get it. Get this instead:
<http://4camp.net/scripts314.exe>
wtf is that?

Subject: Re: Increase Renegades performance.
Posted by [Dave Anderson](#) on Sat, 03 Feb 2007 20:09:41 GMT
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Scripts 3.14 by Jonwil.

Subject: Re: Increase Renegades performance.
Posted by [Jimbo27](#) on Sun, 04 Feb 2007 03:25:57 GMT
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is that in cp2?

Subject: Re: Increase Renegades performance.
Posted by [Dave Anderson](#) on Sun, 04 Feb 2007 07:40:47 GMT
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I'm not sure. Visit this forum for more information.

Subject: Re: Increase Renegades performance.

Posted by [cmatt42](#) on Sun, 04 Feb 2007 23:17:20 GMT

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No, it's not.

Subject: Re: Increase Renegades performance.

Posted by [NuBCaKeS](#) on Tue, 06 Feb 2007 04:50:26 GMT

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Is this still available?

Subject: Re: Increase Renegades performance.

Posted by [Dave Anderson](#) on Tue, 06 Feb 2007 05:08:12 GMT

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I don't believe so.

Subject: Re: Increase Renegades performance.

Posted by [Goztow](#) on Tue, 06 Feb 2007 07:32:16 GMT

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I actually have a mirror for it

[http://www.thekoss2.org/article.php?menu=game_info&cat=\[Ren\]Upgrading](http://www.thekoss2.org/article.php?menu=game_info&cat=[Ren]Upgrading)

Subject: Re: Increase Renegades performance.

Posted by [cmatt42](#) on Tue, 06 Feb 2007 11:14:31 GMT

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NuBCaKeS wrote on Tue, 06 February 2007 05:50Is this still available?

You can just get the scripts. It generally has the same thing, but with more to it.

<http://4camp.net/scripts314.exe>

Subject: Re: Increase Renegades performance.

Posted by [JohnDoe](#) on Tue, 06 Feb 2007 19:05:56 GMT

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like?

Subject: Re: Increase Renegades performance.
Posted by [cmatt42](#) on Tue, 06 Feb 2007 19:11:06 GMT
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JohnDoe wrote on Tue, 06 February 2007 13:05like?
Bloom, shaders, ability to (almost) remove the HUD, in certain servers have more vehicles than the limit set by the engine... the list goes on.

Subject: Re: Increase Renegades performance.
Posted by [JohnDoe](#) on Tue, 06 Feb 2007 20:04:15 GMT
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Wow that bloom thingy in the shit...props!

Subject: Re: Increase Renegades performance.
Posted by [Jimbo27](#) on Tue, 06 Feb 2007 20:30:10 GMT
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bloom?

Subject: Re: Increase Renegades performance.
Posted by [JohnDoe](#) on Tue, 06 Feb 2007 20:48:08 GMT
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stuff glows n shit,,,
