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Subject: DX9/10 Vista x64 Issues

Posted by [XCorrupt69](#) on Tue, 09 Sep 2008 16:17:54 GMT

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Ok, so ive installed renegade on other vista computers (50/50 32-64 bit), and I know about the run as admin, compatability mode etc, but doesn't fall under any of those categories.... here's what happens:

1)Installs fine, but can't right it because no-cd issues, install the 1.037 patch, everything fine up to this point.

2)Install renguard, then the core patches again everything seems to be running fine.

3)I try to run it and it automatically gets:

<http://img177.imageshack.us/my.php?image=error1kh1.jpg>

^Even ive manually set my account to be the main admin (like the hidden admin one), and disabled UAC, right click->run as admin gives me the same error.

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?

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Subject: Re: DX9/10 Vista x64 Issues

Posted by [Caveman](#) on Tue, 09 Sep 2008 17:50:34 GMT

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DX10 will play DX8 fine. You should be ok.

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Subject: Re: DX9/10 Vista x64 Issues

Posted by [Goztow](#) on Tue, 09 Sep 2008 18:27:43 GMT

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Check the Faq for the solutions for Vista problems.

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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.

XCorrupt69 wrote on Tue, 09 September 2008 11:17

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And since I am using core patch 2 scripts, 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 scripts 3.4.4 a try and if that doesn't work, try this launcher.

### File Attachments

1) [gamelauncher.zip](#), downloaded 204 times

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [Caveman](#) on Tue, 09 Sep 2008 23:08:58 GMT  
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Saberhawk wrote on Tue, 09 September 2008 19:39Caveman 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.

Looks like I got told, huh?

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [Ethenal](#) on Wed, 10 Sep 2008 00:36:21 GMT  
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You jump on people for the tiniest mistakes, lol.

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [saberhawk](#) on Wed, 10 Sep 2008 00:43:35 GMT  
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Ethenal wrote on Tue, 09 September 2008 19:36Saberhawk wrote on Tue, 09 September 2008 19:39Caveman wrote on Tue, 09 September 2008 12:50DX10 will play DX8 fine. You should be ok.

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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.

You jump on people for the tiniest mistakes, lol.

Mostly because I'm tired of misinformation constantly spread around by everybody

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [CarrierII](#) on Wed, 10 Sep 2008 16:52:00 GMT  
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Not to mention that it's not that small a mistake if the differences are as large as Saberhawk points out.

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [Caveman](#) on Wed, 10 Sep 2008 17:57:59 GMT  
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I was merely trying to say that if he has DX10 that he doesn't need to install DX8/9. It will work..But whatever..lool.

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [XCorrupt69](#) on Thu, 11 Sep 2008 00:19:33 GMT  
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Its not the 05 error, thats just related to UAC/run as admin which is one of the first things I mingled with in the registry. Any, heres the current status:

1)with scripts 3.4.4 it DID work, but from that installer, what are the "example shaders", and "bloom"?

2)So it means, anyone with a native DX10 video card, their renegade will NOT work unless they manually find, download, and install scripts 3.0+ (or 2.9.2 +ren3d)?

3)What was that laucher, downloaded it anyway, but don't wanna try it just yet because my renegade is still being picky but atleast working.

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Subject: Re: DX9/10 Vista x64 Issues  
Posted by [gr8patman](#) on Thu, 11 Sep 2008 04:10:39 GMT  
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Sorry for butting into the topic, but I have the same problem. I followed all the steps in the sticky and everything you guys posted. I installed every option in scripts344, renguard, everything. I do not get the 05 error. It is the same thing that happens as his first post.

Rather than creating a new topic, I thought I should ask here. Does anybody have any suggestions?

Also, I downloaded the gamelauncher and ran it. It did absolutely nothing for me.

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Thanks in advance.

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Subject: Re: DX9/10 Vista x64 Issues

Posted by [saberhawk](#) on Thu, 11 Sep 2008 06:24:58 GMT

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XCorrupt69 wrote on Wed, 10 September 2008 19:19Its not the 05 error, thats just related to UAC/run as admin which is one of the first things I mingled with in the registry. Any, heres the current status:

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3)What was that laucher, downloaded it anyway, but don't wanna try it just yet because my renegade is still being picky but atleast working.

Renegade has a bug in it that causes random crashes on startup when using versions of Windows newer than Windows Server 2003 (aka NT 5.2). That launcher runs the game with a specially built compatibility fix.

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Subject: Re: DX9/10 Vista x64 Issues

Posted by [saberhawk](#) on Thu, 11 Sep 2008 06:25:55 GMT

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gr8patman wrote on Wed, 10 September 2008 23:10Sorry for butting into the topic, but I have the same problem. I followed all the steps in the sticky and everything you guys posted. I installed every option in scripts344, renguard, everything. I do not get the 05 error. It is the same thing that happens as his first post.

Rather than creating a new topic, I thought I should ask here. Does anybody have any suggestions?

Also, I downloaded the gamelauncher and ran it. It did absolutely nothing for me.

Thanks in advance.

Did it not run at all or did it crash still?

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Subject: Re: DX9/10 Vista x64 Issues

Posted by [gr8patman](#) on Thu, 11 Sep 2008 23:54:13 GMT

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It would just crash.

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Subject: Re: DX9/10 Vista x64 Issues

Posted by [gr8patman](#) on Sat, 13 Sep 2008 21:19:04 GMT

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Well after digging through a bunch of posts, I found that if I installed Resurrection, I could just disable the launcher and run Renegade with Rengaurd.

Thanks anyways everybody.

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