

## Doomsday Engine - Bug #430

### Failed to run D3D renderer

2007-03-01 18:47 - mercury13\_kiev

<b>Status:</b> Closed	<b>Start date:</b> 2007-03-01
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> DD_InitDGL: Loading of drD3D.dll failed (error 126)  Windows XP, DirectX 9.0c 4.09.0000.0904  <b>Labels:</b> Direct3D Renderer	

### History

#### #1 - 2007-03-02 03:26 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

This has been fixed in the 1.9.0-beta5.1 release.