

Fusion 1.1 Direct X Experimental Support ...



[Jim Hammond](#) 133 posts since

Jul 29, 2007

Hi Folks,

In the release notes of 1.1 it states that there is now experimental support for direct x 9, which version 9.0c, etc.?

I'd like to test some older games to see if they will work or not.

Jim



[etung](#) 11,086 posts since

Oct 15, 2006 **1. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 8:45 AM

Just plain 9.0 without shaders. No 9.0c, 9.0L, 9.0xyzyzy, etc.



[Jim Hammond](#) 133 posts since

Jul 29, 2007 **2. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 8:51 AM

 in response to: [etung](#)


Ok, thanks.

Jim



[d3rail__](#) 8 posts since


Nov 14, 2007 **3. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 9:32 AM

 in response to: [etung](#) Do you know if Counter-Strike: Source or Team Fortress 2 will work now?



[etung](#) 11,086 posts since


Oct 15, 2006 **4. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 9:45 AM

 in response to: [d3rail__](#) No idea. Counterstrike only requires DX7, right? If you have time to try, please report your findings at [DirectX 3D Applications Compatibility List](#). I would think that TF2 is too new - what sort of requirements does it have?



[d3rail__](#) 8 posts since

Nov 14, 2007 **5. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 11:56 AM

 in response to: [etung](#) I haven't actually got Fusion yet, and whilst I know running games in it is never going to be perfect, I would love to be able to get it working reasonably well (I've just ordered a new 20" iMac with Leopard).

The requirements for Counter-Strike: Source are DirectX 9.0b , Video card DirectX 7.0 and Sound Card DirectX 9.0 - will Fusion run this?


The requirements for The Orange Box (including Team Fortress 2) are DirectX 8.0 - how about this?

Thanks



[Pat Lee](#) *1,192 posts since*

Jan 3, 2007 **6. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 2:36 PM

 in response to: [d3rail__](#)

If the software in question requires "shaders" which would be DirectX 8.1 with Shaders or DirectX 9.0a or later, it will NOT work in VMware Fusion. If it does NOT require shaders, there is a chance it will work but yuu will need to try it for yourself and let us know.

Pat



[Gangee](#) *87 posts since*

Sep 15, 2007 **7. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 8:43 PM


This probably is off topic, but it does relate to the DirectX support.

My iTunes on the Windows side woudn't do the thing where it flips through the album covers. When I installed the DirectX beta, it fixed it. I can now flip through my album covers in Windows.



[nospamboz](#) *106 posts since*

Jan 10, 2007 **8. Re: Fusion 1.1 Direct X Experimental Support** Nov 15, 2007 9:22 PM

 in response to: [etung](#) etung wrote:

9.0xyzzzy

A hollow voice says "PLUGH".

(That dates me, doesn't it? ;^)