
Subject: Re: How far can you take Renegade's graphics?

Posted by [m1a1_abrams](#) on Tue, 31 Jan 2006 20:45:50 GMT

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Eh, that's weird. I can barely tell the difference between those two pictures. I had to skip between them fast before I noticed that one was more "faded" than the other... but apart from that, both look like they have anti-aliasing and whatnot on high.

For comparison, I tried to reproduce the same shot you used, first with only the stock Renegade graphics settings set to highest and second with Renegade on highest *and* AA/AF set to highest in the NVIDIA display.

<http://www.glowfoto.com/viewimage.php?img=31-120824L&y=2006&m=01&t=png&rand=1329&srv=img2>

http://www.glowfoto.com/users2/Dan_Rooth/image.php?iid=53881_9&aid=4996&offset=4

As you can see, there is a big difference.

Edit: oh wait, I know what is going on in your pics now. If you have a Geforce card too, I think the "image quality" setting is actually all of the other settings combined... so if you put it on high quality all that means is that it sets everything to highest, including antialiasing, blah blah... so you don't have to change them manually... like an all-in-one slider. So I think you will have had everything on high both times.
