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

Posted by [Kanezor](#) on Wed, 01 Feb 2006 22:53:12 GMT

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Renardin6 wrote on Wed, 01 February 2006 13:14Renegade engine is 1337. (not for textures, we know!)

That looks like how I've been playing Renegade ever since I upgraded to my X800XL.

And I definitely play with anti-aliasing off! With my 1280x1024 screen, the no pixellation of the detail is hardly worth not being able to read the text (eg, credits, FPS display, score list) at a glance.

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