Subject: Re: C&C 3 Demo is Out

Posted by Dave Anderson on Tue, 27 Feb 2007 06:23:19 GMT

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Quote: Unless you have quad SLI you won't be reaching 16xAA

Wrong. If your video card supports it, but doesn't have it in the driver settings, you can force-enable it with RivaTuner. And you don't need Quad SLI for AAx16, that's ridiculous.

The same can be done for OpenGL settings.

File Attachments

1) AAx16.JPG, downloaded 443 times Direct3D tweaks Shaders Blitting VSync Textures Compatibility Antialiasing 4 > Antialiasing settings Antialiasing method 8xS × determined by application none Transparency antialiasing 2 x 1 1 x 2 2×2 Enable gamma correctid 4 x 4 2x Quincunx 4x 4x 9-tap Enhance the application 4xS 6xS 8xS 8x 16x Defaults Tab order OK Cancel Apply