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 754 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