Subject: Re: C&C 3 Demo is Out
Posted by Dave Anderson on Tue, 27 Feb 2007 06:43:10 GMT
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Renx wrote on Mon, 26 February 2007 23:32You can't force it because the card pysically does not support it, nor could it handle it anyway. The 8800GTX can barely handle 8xAA on newer games with 768mb of RAM, you're crazy if you think a 256mb or 512mb card could handle 16x.

Also, 8xS is not really 8x AA. Excluding the 8-series, any single gpu nvidia card out there today can only handle 4x AA, and 6xAA for ATI cards I believe.

The two 8800 series chipsets in SLI mode can easily handle 16xAA and 16xAF.

Quote:» New NVIDIA driver brings 16xAA

Just before the GeForce 7800 GTX launched last month, NVIDIA informed the press that a future driver release would bring new AA modes (including a 16x setting) for SLI users. Well, today that driver has sort of arrived, as NVIDIA has posted their beta ForceWare 77.76 driver to their nZone website.

Two new AA modes are now available for SLI users only, an 8x mode and a 16x mode. With the 8x setting, both cards utilize 4x multisampling, with each card using different rotated-grid sampling patterns which are blended together before being output to your screen. Under the new 16x setting, each card runs NVIDIA's 8xS mode with different sampling patterns. If you recall, 8xS combines NVIDIA's traditional 4xMSAA with 2x supersampling for sharper visuals.

End users must use the Coolbits registry hack to enable the new AA modes (change the value to . Once that's done, change the SLI rendering mode field to SLI antialiasing to enable the new modes.

I may have been wrong about it having an effect on a single chipset on 16xAA settings, but you can still force AAx8S, and I CAN physically see the difference in games both in image quality and it drastically drops the rendering and processing power. But it does not effect the performance enough to not use it in certain scenarios.