

Subject: Re: Jonwil/scripts

Posted by [Jerad2142](#) on Wed, 13 Feb 2008 03:11:18 GMT

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LR01 wrote on Tue, 12 February 2008 09:52MSwindows wrote on Tue, 12 February 2008 17:51How do you force it thought the game to do that? Can you give pictures? Or a more clearer explanation.

nvidia?

(I didn't use these actual settings as I have yet to set it back up and this is on vista so its not exactly the same, but it does work for the Nvidia 5500 +.

## File Attachments

1) [pic.png](#), downloaded 653 times

The image shows two overlapping windows from a Windows Vista desktop. The foreground window is titled "Monitor" and contains a sub-window titled "LG L1933TR(Analog) and NVIDIA GeForce 8800 GT Properties". This sub-window has tabs for "Adapter", "Monitor", "Troubleshoot", and "Color Management". The "Adapter" tab is selected, showing the "Adapter Type" as "NVIDIA GeForce 8800 GT" with a "Properties" button. Below this is "Adapter Information" with the following details:

- Chip Type: GeForce 8800 GT
- DAC Type: Integrated RAMDAC
- Adapter String: GeForce 8800 GT
- Bios Information: Version 62.92.1f.0.65
- Total Available Graphics Memory: 1279 MB
- Dedicated Video Memory: 512 MB
- System Video Memory: 0 MB
- Shared System Memory: 767 MB

At the bottom of the sub-window is a "List All Modes..." button. The background window is titled "Manage 3D Settings". It has a header "Manage 3D Settings" and a sub-header "Global Settings". Below this, it says "You can change the global 3D settings and create overrides the time the specified programs are launched." There is a section "Would like to use the following 3D settings:" with a "Program Settings" tab selected. Under "Program Settings", there is a list of programs to override:

- Red Faction II
- Red Orchestra
- Renegade.exe
- Requiem (requiem.exe)

Below this list, it says "2. Specify the settings for Renegade.exe:" followed by a table:

Feature	Setting
Anisotropic filtering	<b>16x</b>
Antialiasing - Gamma correction	Use global s
Antialiasing - Mode	<b>Override a</b>
Antialiasing - Setting	<b>16xQ</b>
Antialiasing - Transparency	<b>Supersam</b>