
Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sat, 16 Aug 2003 22:28:22 GMT

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Well recently I upgraded my video card again (w00t :-\) to a Radeon 9800, thanks to Lefty's sig for the idea (although the link in his sig did not work) and I'm wondering which settings, OpenGL/Direct3D, have more of an impact on Renegade's performance, and really how much of an impact the two settings have in general with other games.

Also, when I had my Gf4 TI 4200, I never had any FPS drop when I had character shadows on high--now with this Radeon character shadows period really drag down the FPS. Are there any settings I can change in the ATI control panel to help alleviate this problem, or is this something that cannot be helped because of the differences in the two cards?
