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Subject: OpenGL, Direct3D, and Renegade  
Posted by [abakshi](#) on Sun, 17 Aug 2003 04:45:44 GMT

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I'll look more into the texturing issue, but I don't experience any other issues with Renegade running on either of my two faster systems (the ones in my sig).

The only Renegade graphics issue I had was when I first got my AIW 8500DV, they hadn't fixed the flickering texture issues yet, so I downgraded my drivers in order to play Renegade until they released the next version, which fixed the issue.

YSLMuffins - your issues with returning to 640x480 and the blue color are definitely not normal. Make sure all your system drivers are set up correctly, etc.

Interestingly, your issue sounds similar to something I briefly skimmed through on the MS Windows Update site. I don't remember the specifics of the bug, but the issue was something having to do with problems restoring normal resolution after exiting a game, so you may want to check that out.

Could you post specs on your system? If the Windows Update issue doesn't help, there may be some incompatibilities (e.g. mobo/video card setup) that you may want to look into.

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