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Subject: Tessellation Support?

Posted by [Generalcamo](#) on Mon, 06 May 2013 00:55:23 GMT

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As most of you will know, Renegade had support for a feature known as "TruForm", which was an early implementation of Tessellation. This however wasn't really well used in the industry, and was abandoned. Now however, we have Tessellation, which many graphics card use for Direct X 9 and 10. However, enabling this feature in my graphics card settings doesn't work properly in C&C Renegade, even though it works completely fine in all of my other Direct X 9 games. Is this a bug?

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