
Subject: Can RG cause graphics problems?

Posted by [Rex](#) on Mon, 12 Apr 2004 22:20:44 GMT

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Hey,

I'll try to type as understandable as possible. Don't flame at me or you will be ignored..

I have been running RG for a week now. I switched back to normal Renegade to see if there were some differences.

I think there were.... The biggest difference I noted was in the graphics.

When I'm using RG, after I load the game and get out of the building that I spawned in, all mountains and structures look "bad" (like if you are running graphics on LOW or something) If I wait a few seconds, the graphics become better and I can see everything normal again. But if I run to a new place all graphics over there will be ugly too and will also refresh between seconds. After getting killed and respawn same thing. So it's not only after loading the game, but also ingame after having played for more then 20 min on the same map.

Oh ps: The Obelisk looks very ugly when i'm playing with RG. Only if I get very close to it, the graphics will become better and it will look normal again.

After I switched back I noticed that I didn't have this problem with Renegade. I only have this problem (sometimes) after loading a new map and getting out of my building....

I have a good computer. Running on a AMD 2,2Ghz, 1024 mb, 256mb videocard. So I seriously doubt it is my pc's 'fault'.

BTW I dont know if this helps to get a solution, but I'm running Win XP SP2 and the NO-CD crack...

Any replies are appreciated, unless they are unwellformed or flaming towards me.

- Rex
