
Subject: Have you noticed this?

Posted by [terminator 101](#) on Wed, 29 Jun 2005 02:41:33 GMT

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When I first started to play Renegade, I lowered details to lowest possible, except for the textures. But then to reduce lag even further, I decided to lower the details of textures to minimum too. At first I haven't really noticed anything, but after some time(few days) of playing, I began to notice that the Game is less attractive, and looks a bit ugly.

On some games, when you lower all details to minimum the game does not seem to be changed much. Example: Aliens vs Predator 2. But on some games, when you lower details to minimum, the game can look very ugly. Example: Unreal Tournament 2003 on lowest details looks worse than Doom 2(Seriously).

I don't know why this happens. Maybe it is because of different game engines that the games are made on.

I know that most of you have Pentium 4 and above, so you will probably never notice this.

Subject: Re: Have you noticed this?

Posted by [Jecht](#) on Wed, 29 Jun 2005 04:00:25 GMT

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Your lowering Graphic Quality to increase Gameplay, whats not to get?

Subject: Re: Have you noticed this?

Posted by [bigejoe14](#) on Wed, 29 Jun 2005 04:07:27 GMT

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He means that when you lower the game details on some games it dosen't appear to change much; they still look fairly decent. While on other games when you change the details they look downright butt-ugly.

Subject: Re: Have you noticed this?

Posted by [Nodbugger](#) on Wed, 29 Jun 2005 04:46:06 GMT

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Probably because with some games you can't lower them much more than their maximum.

Subject: Re: Have you noticed this?

Posted by [icedog90](#) on Wed, 29 Jun 2005 05:21:32 GMT

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Yes, it does have to do with the game engine and many other things. Also, read Nodbugger's post.

Subject: Re: Have you noticed this?

Posted by [Dave Anderson](#) on Wed, 29 Jun 2005 06:07:04 GMT

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Take Doom 3 for example. I have all the settings on low because I only have 256MB of Ram and a ATI Radeon 9200 SE PCI. The graphics still look outstanding. Compared to Renegade, with all the graphics on low, it is butt ugly. The difference? As Icedog said, the game engines. ID had implemented a brand new 3d game engine into the game. I do not know what engine Renegade is using, but I am sure it is lightyears away from the game engine ID used for Doom 3.

Subject: Re: Have you noticed this?

Posted by [Lijitsu](#) on Wed, 29 Jun 2005 06:30:31 GMT

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deadfive wrote on Wed, 29 June 2005 02:07Take Doom 3 for example. I have all the settings on low because I only have 256MB of Ram and a ATI Radeon 9200 SE PCI. The graphics still look outstanding. Compared to Renegade, with all the graphics on low, it is butt ugly. The difference? As Icedog said, the game engines. ID had implemented a brand new 3d game engine into the game. I do not know what engine Renegade is using, but I am sure it is lightyears away from the game engine ID used for Doom 3.

Did you ever think that it might also have something to do with the fact that, oh i dont know, RENEGADE IS OVER THREE YEARS OLD AND DOOM 3 WAS MADE LAST YEAR!?!?

Quote:Unreal Tournament 2003 on lowest details looks worse than Doom 2

Yeah, but Doom 2 doesnt have "Graphics Settings" on it, plus its a really good game anyway. Hell, ive had games that the Game play distracted me from the poor Graphics. Example: Oni, PS2. Doom 1. Doom 2. Half-Life. Empire Earth(Zoom in on the people). Generals.

Just kidding about Half-Life, ive never played it.

Subject: Re: Have you noticed this?

Posted by [Goztow](#) on Wed, 29 Jun 2005 08:46:24 GMT

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I've played renegade on lowest graphics for ages now. My computer is a 3 Gig AMD processor and my video card is 64 MB dedicated Gforce 4 but due to the fact that I play on a laptop, everytime it reads from the hard drive, it shutters.

I don't find it ugly, I just don't notice it, I guess. Only when I see others play at high level of performance, i notice the big difference...

Subject: Re: Have you noticed this?

Posted by [Unusual_Rex](#) on Wed, 29 Jun 2005 10:46:43 GMT

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I haven't noticed that because, I have my graphics at the highest all the time lol, lag doesn't bother me , I don't get it to often, and when I do I quit.

Subject: Re: Have you noticed this?

Posted by [SickOptometrist](#) on Wed, 29 Jun 2005 13:25:50 GMT

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Dooooood for real...sounds like you had an grand epiphony. Mow a few lawns, make some \$\$, get a new graphics card & think about cooler things.

<I'm sorry that sarcastic post just slipped out - I'm truly sorry>

Subject: Re: Have you noticed this?

Posted by [terminator 101](#) on Wed, 29 Jun 2005 13:49:56 GMT

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Lijitsu wrote on Wed, 29 June 2005 02:30Quote:Unreal Tournament 2003 on lowest details looks worse than Doom 2

Yeah, but Doom 2 doesnt have "Graphics Settings" on it, plus its a really good game anyway.

I know that, I was just comparing Graphics of doom 2 to Unreal Tournament 2003 on lowest graphics settings, so what are you trying to say?

Quote:Hell, ive had games that the Game play distracted me from the poor Graphics. Example: Oni, PS2. Doom 1. Doom 2. Half-Life. Empire Earth(Zoom in on the people). Generals. I don't think that Doom 2 had very bad graphics, I have seen worse (ex.: Wolfenstein 3D). There is no need to zoom in on the people in Empire Earth, so that should not really be a distraction. I don't think Generals have bad graphics either (it looks better than RA2;))

Subject: Re: Have you noticed this?

Posted by [Dave Anderson](#) on Wed, 29 Jun 2005 17:20:41 GMT

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Quote:Did you ever think that it might also have something to do with the fact that, oh i dont know, RENEGADE IS OVER THREE YEARS OLD AND DOOM 3 WAS MADE LAST YEAR!?!

Thats not the point. The point is that each individual game engine has part to do with the way adjusting the graphics work. There are other things that effect this as well, don't exactly know what though.

Subject: Re: Have you noticed this?

Posted by [Lijitsu](#) on Thu, 30 Jun 2005 09:02:04 GMT

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deadfive wrote on Wed, 29 June 2005 13:20Quote:Did you ever think that it might also have something to do with the fact that, oh i dont know, RENEGADE IS OVER THREE YEARS OLD AND DOOM 3 WAS MADE LAST YEAR!?!

Thats not the point. The point is that each individual game engine has part to do with the way adjusting the graphics work. There are other things that effect this as well, don't exactly know what though.

It could be age, game physics, or setup of the game.

And, no, you dont really have to zoom in on the people, but its hard not to when you want to be directly in the fight. Look at almost every single unit with a face. They are ALL smiling.

Crossbowmen, Knights, Heros, Civilians...

Subject: Re: Have you noticed this?

Posted by [Dave Anderson](#) on Thu, 30 Jun 2005 21:04:46 GMT

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Quote:

It could be age, game physics, or setup of the game.

And, no, you dont really have to zoom in on the people, but its hard not to when you want to be directly in the fight. Look at almost every single unit with a face. They are ALL smiling.

Crossbowmen, Knights, Heros, Civilians...

huh? What are you talking about?

Subject: Re: Have you noticed this?

Posted by [terminator 101](#) on Thu, 30 Jun 2005 21:36:37 GMT

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He was answering my post, but he did not want to post twice.
