
Subject: Anti Alias without 3.4.1
Posted by [AoBfrost](#) on Fri, 20 Jul 2007 04:04:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there any way to have anti alias on renegade without 3.4.1, i tried it and my renegade looked awesome with it on, but since it was buggy when playing with it, i switched back to 2.9.2 since it's still my favorite script, so is there any way to set anti aliasing to 3x without scripts.dll 3.4.1?

Subject: Re: Anti Alias without 3.4.1
Posted by [Dave Anderson](#) on Fri, 20 Jul 2007 04:29:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Force it in your video driver settings.

Subject: Re: Anti Alias without 3.4.1
Posted by [AoBfrost](#) on Fri, 20 Jul 2007 05:13:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried it, but i saw no difference, I used Nvidia desktop manager but it didnt help, should i try download the newer nvidia control panel? There has to be a way through registry or hex editing or something.

Subject: Re: Anti Alias without 3.4.1
Posted by [Dave Anderson](#) on Fri, 20 Jul 2007 06:49:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

What video card do you have? If its an earlier card you may not see a difference at all.

Subject: Re: Anti Alias without 3.4.1
Posted by [saberhawk](#) on Fri, 20 Jul 2007 08:46:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Thu, 19 July 2007 23:04: Is there any way to have anti alias on renegade without 3.4.1, i tried it and my renegade looked awesome with it on, but since it was buggy when playing with it, i switched back to 2.9.2 since it's still my favorite script, so is there any way to set anti aliasing to 3x without scripts.dll 3.4.1?

What was buggy about it? Stuff can't be fixed if people aren't saying WHAT is going on...

Subject: Re: Anti Alias without 3.4.1
Posted by [_SSnipe_](#) on Fri, 20 Jul 2007 08:47:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

iv had the scripts 4.3.1 for a while now (since it came out) and so far see no problem

Subject: Re: Anti Alias without 3.4.1
Posted by [Dave Anderson](#) on Fri, 20 Jul 2007 08:54:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

joe937465 wrote on Fri, 20 July 2007 02:47iv had the scripts 3.4.1* for a while now (since it came out) and so far see no problem

If you can't notice a difference by forcing it through your driver settings, I'm not sure you'll notice a difference whatever you do.

Subject: Re: Anti Alias without 3.4.1
Posted by [_SSnipe_](#) on Fri, 20 Jul 2007 08:56:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dave S. Anderson wrote on Fri, 20 July 2007 03:54joe937465 wrote on Fri, 20 July 2007 02:47iv had the scripts 3.4.1* for a while now (since it came out) and so far see no problem

If you can't notice a difference by forcing it through your driver settings, I'm not sure you'll notice a difference whatever you do.

my bad thanks for correcting that

Subject: Re: Anti Alias without 3.4.1
Posted by [havoc9826](#) on Fri, 20 Jul 2007 10:42:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Since the page where it was originally hosted died when understorm/renevo's server went down last year, here's an unofficial link to Scorpio9a's RenD3D9 (works with scripts 2.9.2 and others prior to 3.x):

http://www.black-cell.net/~pub/havoc9826/rend3d9_75.zip

Unlike scripts 3.4.1, this also allows for anisotropic filtering (hint hint). Here's the archive.org page describing the graphics cards that this tool can run on.

Edit: @ Saberhawk - regarding bugginess in 3.4.1, I uploaded a couple of crashdumps at the end of this sticky thread, just in case you didn't notice.

Subject: Re: Anti Alias without 3.4.1
Posted by [_SSnipe_](#) on Fri, 20 Jul 2007 11:11:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

wait wha does this do?
http://www.black-cell.net/~pub/havoc9826/rend3d9_75.zip
^-----^
does it work for 3.4.1 aswell or im i reading it wrong

Subject: Re: Anti Alias without 3.4.1
Posted by [AoBfrost](#) on Fri, 20 Jul 2007 17:48:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah thanks, I noticed the graphics on ren were great with 3.4.1 because i set anti alias at 3x, but textures didnt seem to connect smoothly for me, and terrain flashed for some reason, i wasnt too eager to bother with it, so i switched back to 2.9.2...like i always do...

Subject: Re: Anti Alias without 3.4.1
Posted by [havoc9826](#) on Fri, 20 Jul 2007 19:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

joe937465 wrote on Fri, 20 July 2007 04:11wait wha does this do?
http://www.black-cell.net/~pub/havoc9826/rend3d9_75.zip
^-----^
does it work for 3.4.1 aswell or im i reading it wrong

havoc9826 wrote on Fri, 20 July 2007 03:42Scorpio9a's RenD3D9 (works with scripts 2.9.2 and others prior to 3.x)

Also, just in case BC's box ever goes down again, here's a local copy for the renforums.

File Attachments

1) [rend3d9_75.zip](#), downloaded 113 times

Subject: Re: Anti Alias without 3.4.1
Posted by [Slave](#) on Sat, 21 Jul 2007 00:13:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Fri, 20 July 2007 03:46What was buggy about it? Stuff can't be fixed if people aren't saying WHAT is going on...

What is going on? I told it before and AoBfrost just stated it again. Im sticking with 2.92 mainly because:

- There's a 400% impact on my fps, tearing gameplay

- V-Sync still doesn't work over here, makes muzzle flashes act silly
- Alpha blended texture still flicker me crazy
- Minor Z-buffer (or whatever) glitches all over the place

The above thingies, in my opinion, cancel out all the goodies scripts 3.x has to offer. I run against them too much.

edit: and yes i know, dx9 is to blame, not the scripts. but it still sux.

Subject: Re: Anti Alias without 3.4.1
Posted by [AoBfrost](#) on Sat, 21 Jul 2007 02:15:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well rend3d9 didnt work, i didnt see any improvment at all so i deleted it, I do have dx9c installed too, sooo...Hmmm I'm gonna try to force my GPU to run game.exe with 4x anti aliasing.

Subject: Re: Anti Alias without 3.4.1
Posted by [havoc9826](#) on Sat, 21 Jul 2007 02:22:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you forget to run the new wwconfig2.exe file that it adds into your \Renegade\ directory? The extra features don't work if you don't run the tool. Make sure you run wwconfig.exe first, and then wwconfig2.exe afterward.

Subject: Re: Anti Alias without 3.4.1
Posted by [AoBfrost](#) on Sat, 21 Jul 2007 03:35:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nevermind, I updated my laptop's graphics with a hacked update made for it with newer features, i was able to get forcing it to run with 4X anti alias to work, looks good now

But another question...why does text look slightly fuzzy and unreadable sometimes? I noticed it was the same with 3.4.1's anti alias, is it fixable by changing resolution?

my laptop's resolution is 1280x800 while renegade is 800x600

Subject: Re: Anti Alias without 3.4.1
Posted by [cmatt42](#) on Sun, 22 Jul 2007 05:54:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

LCDs sometimes don't like being outside their native res. You can change Renegade's res to your laptop's native res and it should look fine, but you'll be sacrificing performance.

Subject: Re: Anti Alias without 3.4.1

Posted by [Chuck Norris](#) on Sun, 22 Jul 2007 07:05:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Fri, 20 July 2007 22:35: Nevermind, I updated my laptop's graphics with a hacked update made for it with newer features, i was able to get forcing it to run with 4X anti alias to work, looks good now

But another question...why does text look slightly fuzzy and unreadable sometimes? I noticed it was the same with 3.4.1's anti alias, is it fixable by changing resolution?

my laptop's resolution is 1280x800 while renegade is 800x600. As cmatt42 said, it's either due to the interpolation, or, since you say it's related to AA, it sounds like the AA method being applied might be doing multisampling. Instead of supersampling ("normal" AA), multisampling simply renders the frame at a larger resolution than you're actually running in, and then shrinks it down to smooth it out and make it look like AA. Since the whole screen is effected, text will look blurry.

What video card do you have? If it's an nVidia card and you're using a Quincunx mode, that is multisampling. There's some other modes for both nVidia and ATi that do this too.
