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Subject: Radeon 9800 and Multi-pass textures  
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 00:50:44 GMT  
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<http://www.n00bstories.com/image.view.php?id=1147036193>

I'm having this problem with multi-pass alphablended textures. The screen corruption occurs whenever the left side of the screen gets close to the mesh. :-\ Does anyone know what I must do to fix this?

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Subject: Radeon 9800 and Multi-pass textures  
Posted by [StoneRook](#) on Mon, 18 Aug 2003 19:40:56 GMT  
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what level of drivers are you using?

what is your AA set to?

and your texture memory?

I have a 9800 and haven't seen those problems -

i will send you a recommended settings for the 9800 you can use -- works great for me...

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Subject: Radeon 9800 and Multi-pass textures  
Posted by [YSLMuffins](#) on Tue, 19 Aug 2003 03:29:04 GMT  
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I backtracked to the original drivers that came with the card and everything works fine now.

However, I still have an issue with exiting Renegade after playing online for a long period of time, though--the computer freezes, the monitor switches to 640x480 resolution and turns a solid navy blue color. I must do a cold reboot--VERY annoying.

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Subject: Radeon 9800 and Multi-pass textures  
Posted by [Sanada78](#) on Tue, 19 Aug 2003 15:31:46 GMT  
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If you could tell us what spec your machine is, I.E. processor speed, RAM. Also if you know your motherboard make may help and the operating system you're running.

It could be cause by the motherboard that makes it crash. Did it do it before or after you upgraded the GFX card?

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Subject: Radeon 9800 and Multi-pass textures  
Posted by [YSLMuffins](#) on Thu, 21 Aug 2003 04:54:40 GMT  
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Well, I had that info in the other post on the General forum, but here goes again. :oops:

Ancient k7 AMD 600 MHz processor, 384 MB RAM--don't know my motherboard type, but how would one find out?

Windows XP, and this behavior never occurred with my Geforce 4 TI.

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Subject: Radeon 9800 and Multi-pass textures  
Posted by [Sanada78](#) on Fri, 05 Sep 2003 01:03:57 GMT  
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One of the things I know about this brand of Radeon cards is they need a lot power, lots of it. It could either be not getting enough from the AGP port or trying to take too much. LOL, I think you should have upgraded your motherboard or processor instead.

It might not be that, it's usually hard to solve a problem like this. I think it might just be a slight incompatibility or something.

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