
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [Renx](#) on Tue, 27 Jun 2006 01:45:41 GMT

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YSLMuffins wrote on Mon, 26 June 2006 14:37What's the hit performance wise?

I'm running everything on full, with 4xAA and 16xAF using RenD3D9. I also have some other settings turned on to increase image quality via the nvidia drivers(7900GT). So keep that in mind when judging the FPS.

File Attachments

1) [gap-perf.jpg](#), downloaded 449 times

FPS = 109, KBPS = 0
Team Score
1 Allies 0
0 Soviet 0
Player Score
1. DaEspl on 0

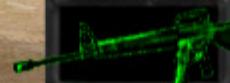


Credits: 100699

Time Remaining: 00:28:03

030

999



Credits: 99999

Time Remaining: