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 403 times

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