Subject: Re: how to...
Posted by -Xv- on Sun, 15 Mar 2009 21:12:47 GMT
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Saberhawk wrote on Sun, 15 March 2009 05:44

I do. It's called you *not* actually using Scorpio9a's D3D9.

I reinstalled the scripts and not with the bloom and shaders.. does that still mean I'm using 3.4.4? :S Bare with me I'mnot exactly top-gun with it comes to scripts/Dlls/coding.

Quote:
EDIT: Also, the anti-aliasing setting is higher in the top screenshot. Which would also explain the lower FPS.
[/quote]

Ah, you're right. I forgot to enable the temporal AA in my control panel. But I get the exact same fps with it enabled anyways . I still can't tell the difference between having Temporal AA in the control Panel or having that Multi-Sample AA from bhs.dll. It seems to have the same effect, but the multi-sample AA takes up a lot more performance. Having Temporal AA + multi-sample together also has no extra effect on the Quality, compared to just having one of 'em... I just go by what I think, and what I see. It might be wrong but hey, it can only hurt my chances of not experiencing full-blown Anti-Alias Glory in Rene (lol).

BTW, are there a lot of Quality enhancements coming in 4.0?