Subject: OpenGL, Direct3D, and Renegade
Posted by hareman on Sun, 17 Aug 2003 23:00:44 GMT

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I have many issues with the 9800 the main ones being that sometimes the new drivers create a lot of problems for me. when I installed 3.4's for instance my system ground to halt on renengade. When I originally upgraded from a 9700 to a 9800 I found that my performance as far fps goes suffered in almost every app. But when I upped the AA anf AF settings to max them out I got no fps drop at all. With the last drivers my card hums along with everything other than renegade which hovers at 45-70 fps. But its strange to note I get better frames on the Battle of Procyon test on 3dMark03. I was told by some one in the know on renegade and ATI cards that renegade just has problems. I might also point out here I get into the 200s on UT2k3 on every map and when I up the AA aF settings my fps drops maybe 30%

Demo is correct that renegade is a DirectX app but its weird to note that an OLG hook works for renegade.

And the issues with renx really don't apply because the app was made to run alongside 3dMax which really needs a high power OpenGL card to run and render at its best. I have a wildcat 5110 for a dual XeonIII @ 900 and the output is nothing short of amazing.

Which version of DirectX do you have installed

And with the older 3.2 Catalyst drivers I was able to see through walls in renegade lol