Subject: Crysis - CryEnigine2
Posted by RTsa on Sun, 22 Jan 2006 18:42:05 GMT
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From the makers of Far Cry, comes Crysis. It uses their new CryEngine2, which uses DX10.
Check out this HD video: (use Bittorrent)
http://www.xboxyde.com/leech_2157_en.html
It's the same that was leaked months ago, but this time it's high quality. The game will be released at the same time with Windows Vista - Q4 2006. (or that's the plan anyway..)
Oh, and no graphics card currently available supports DX10. So better get ready to upgrade your computers!
Screenies: (well, I'm guessing that magazine had exclusive rights or something...these are scans from the mag)
http://www.gamershell.com/pc/crysis/screenshots.html

Subject: Re: Crysis - CryEnigine2
Posted by Blazer on Mon, 23 Jan 2006 10:40:35 GMT
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RTsa wrote on Sun, 22 January 2006 13:42Oh, and no graphics card currently available supports DX10. So better get ready to upgrade your computers!

I doubt all the people with the $400, $500, and $600 video cards (they know who they are) are going to ditch them to buy a new $500+ card just for DX10 support to play Crysis.

Subject: Re: Crysis - CryEnigine2
Posted by RTsa on Mon, 23 Jan 2006 12:41:54 GMT
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Yes, but those who haven't upgraded their PCs in a while just might
And I bet there will be budget line cards with DX10 stuff releasing a little later than the high end ones. These cards should come out in...well, Summer. At least that's the plan from what I've read. (of course, they might be late, as ATI has been lately..)

Subject: Re: Crysis - CryEnigine2
Posted by xtaro on Mon, 23 Jan 2006 16:11:38 GMT
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Blazer wrote on Mon, 23 January 2006 04:40
I doubt all the people with the $400, $500, and $600 video cards (they know who they are) are going to ditch them to buy a new $500+ card just for DX10 support to play Crysis.

But for those who do upgrade, feel very free to send those old "outdated" dx9 cards to me.
Also, feel free to upgrade to the fx60 processor as well.

Subject: Re: Crysis - CryEnigine2
Posted by RTsa on Mon, 23 Jan 2006 17:41:16 GMT
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Hehee...you can send some of the leftover components to me too
(well, not everything..but we'll talk about it)

Subject: Re: Crysis - CryEnigine2
Posted by Spice on Mon, 23 Jan 2006 19:08:08 GMT
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The cry engine was amazing, I can't imagin what the next version will be like.

Subject: Re: Crysis - CryEnigine2
Posted by Jaspah on Mon, 23 Jan 2006 20:13:23 GMT
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It pisses me off that DirectX 10 is not backwards compatible with DirectX 9. Instead precious
frames per second are lost with this software rendering junk.

I just spent $200 buying a new graphics card, no fucking way in hell I'm paying another $200 to
buy a DirectX 10 card.

Subject: Re: Crysis - CryEnigine2
Posted by tooncy on Mon, 23 Jan 2006 22:17:29 GMT
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Considering I just got a 7800 GT, there is no way in hell I'm ditching this thing to play one game,
even if it is the sequel to Far-Cry. And the Cry-Engine was a resource hog. Not as big a hog as
Battlefield 2, but its nowhere near as optimized as Doom 3 or Half Life 2.

Subject: Re: Crysis - CryEnigine2
Posted by rm5248 on Mon, 23 Jan 2006 22:46:19 GMT
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You'd think that with the 7800 you would be able to update the drivers or something to make it
DX10 compatible, but I don't know how video cards work, so I don't know if that's possible.

Subject: Re: Crysis - CryEnigine2
Posted by Renx on Tue, 24 Jan 2006 02:42:13 GMT
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Blazer wrote on Mon, 23 January 2006 06:40RTsa wrote on Sun, 22 January 2006 13:42Oh, and no graphics card currently available supports DX10. So better get ready to upgrade your computers!

I doubt all the people with the $400, $500, and $600 video cards (they know who they are) are going to ditch them to buy a new $500+ card just for DX10 support to play Crysis.

Actually those are the most likely people to do just that.

Subject: Re: Crysis - CryEnigine2
Posted by Jaspah on Tue, 24 Jan 2006 05:27:15 GMT
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rm5248 wrote on Mon, 23 January 2006 17:46You'd think that with the 7800 you would be able to update the drivers or something to make it DX10 compatible, but I don't know how video cards work, so I don't know if that's possible.

DirectX 10 drivers may work with DirectX 9 cards, however all cards are built with a DirectX level that cannot be upgraded.

My very old Geforce FX 5200 card was built to use DirectX 8 technology. Then DirectX 9 came out, but my card can still only use up to DirectX 8. When I did play DirectX 9 games using this card my performance was horrible even with DirectX 9 drivers installed on my computer.

Then I got a new Radeon X800 GTO which was built to use DirectX 9. Besides being faster than the Geforce FX 5200, my card has a signifigant boost in performance since the developers put DirectX 9 into the card itself. Rather than downloading drivers to your hard drive.

Can you see my point?

Subject: Re: Crysis - CryEnigine2
Posted by icedog90 on Tue, 24 Jan 2006 06:16:48 GMT
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Actually, the Geforce FX 5200 does have support for DirectX 9, but so so poorly that it's not even funny. The same goes for my old card, the Geforce FX 5600.

Subject: Re: Crysis - CryEnigine2
Posted by PiMuRho on Tue, 24 Jan 2006 07:17:28 GMT

The DirectX level referred to for video cards is just an easy way of defining the card's capabilities. It's got nothing to do with drivers being on the video card (which has never, ever happened and never will). It's like the difference between Pixel Shader Model 2 and Pixel Shader Model 3