Posted by Dave Anderson on Tue, 27 Feb 2007 06:23:19 GMT
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Quote:Unless you have quad SLI you won't be reaching 16xAA

Wrong. If your video card supports it, but doesn't have it in the driver settings, you can force-enable it with RivaTuner. And you don't need Quad SLI for AAx16, that's ridiculous.

The same can be done for OpenGL settings.

File Attachments
1) AAx16.JPG, downloaded 347 times