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Subject: Re: Rend3d9

Posted by [Jonty](#) on Sun, 24 Jun 2007 07:57:39 GMT

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I've used the BHS.DLL options page to set AA to 4x, I think (note: needs higher options! I'm still running at 60fps! ) and set the Anisotropic filtering to 16x in the nVcpl, just because I like it.

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