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Subject: Re: Anti Alias without 3.4.1

Posted by [Slave](#) on Sat, 21 Jul 2007 00:13:13 GMT

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Saberhawk wrote on Fri, 20 July 2007 03:46: What was buggy about it? Stuff can't be fixed if people aren't saying WHAT is going on...

What is going on? I told it before and AoBfrost just stated it again. Im sticking with 2.92 mainly because:

- There's a 400% impact on my fps, tearing gameplay
- V-Sync still doesn't work over here, makes muzzle flashes act silly
- Alpha blended texture still flicker me crazy
- Minor Z-buffer (or whatever) glitches all over the place

The above thingies, in my opinion, cancel out all the goodies scripts 3.x has to offer. I run against them too much.

edit: and yes i know, dx9 is to blame, not the scripts. but it still sux.

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