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Subject: Re: Anti Alias without 3.4.1

Posted by [Chuck Norris](#) on Sun, 22 Jul 2007 07:05:58 GMT

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AoBfrost wrote on Fri, 20 July 2007 22:35: Nevermind, I updated my laptop's graphics with a hacked update made for it with newer features, i was able to get forcing it to run with 4X anti alias to work, looks good now

But another question...why does text look slightly fuzzy and unreadable sometimes? I noticed it was the same with 3.4.1's anti alias, is it fixable by changing resolution?

my laptop's resolution is 1280x800 while renegade is 800x600. As cmatt42 said, it's either due to the interpolation, or, since you say it's related to AA, it sounds like the AA method being applied might be doing multisampling. Instead of supersampling ("normal" AA), multisampling simply renders the frame at a larger resolution than you're actually running in, and then shrinks it down to smooth it out and make it look like AA. Since the whole screen is effected, text will look blurry.

What video card do you have? If it's an nVidia card and you're using a Quincunx mode, that is multisampling. There's some other modes for both nVidia and ATi that do this too.

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