
Subject: OpenGL, Direct3D, and Renegade
Posted by [Sanada78](#) on Sun, 17 Aug 2003 11:58:02 GMT

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Comparing my Radeon 9700 Pro to my Geforce 2 MX, I found some odd things. Since my comp has the blaster virus, I went to use my old one, which is an AMD 1Ghz, 128MB SDR PC133, Geforce 2 MX 32MB SDR. My current computer is an AMD 2100XP (1.73 Ghz), 768MB DDR PC2100, Radeon 9700 Pro 128MB DDR.

Now, while using RenX, I did a bit of Unwrap UVW. I found that on my Radeon system, when I zoomed in to the texture, it got slower when moving about the texture with the mouse. With my Geforce System, it didn't have a problem at all, and was moving the texture smoothly. There was also one thing the Radeon could seem to do that the Geforce couldn't but it was insignificant, you could see the texture moving on the polygons in the main RenX window.

To me, this just seems like a driver issue, perhaps Radeon are better at something?s and nVIDIA aren't and vice versa.
