Subject: Re: Tessellation Support? Posted by danpaul88 on Tue, 07 May 2013 12:00:03 GMT View Forum Message <> Reply to Message

Don't forget Renegade is technicalyy as Dx8 game, not Dx9. I'm not sure how completely it was ported to Dx9 with scripts 3.x and up, but it's possible that causes problems?

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