
Subject: Renegade Alert In-Game MAD Tank Images
Posted by [icedog90](#) on Fri, 18 Jun 2004 22:58:06 GMT

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AircraftkillerI turn my FPS counter off when taking images like this because my FX 5200 hates emitters or alpha textures, so when it sees enough of them, it loses a lot of performance.

It's a low level card. Even one step above it, a GeForce 4 Ti 4200, can keep perfect FPS in-game when those emitters are playing.

The Geforce FX 5600XT 256mb is at about \$110 right now, and it doesn't seem to have any issues with emitters or alpha textures, even when Renegade is at 1024x768 resolution. If you ever want to replace your card and not pay so much money, I suggest you try the one I have.

To everyone who seems to not like how the beam will severely drop your FPS, don't be so upright about it, of course it will for everyone. They can't make it do any better, so why are you complaining?
