
Subject: how to...

Posted by [Hitman](#) on Fri, 13 Mar 2009 22:15:58 GMT

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i got a new very good pc that will get good fps no matter how big the renegade is... how do i make it look as good as it can possibly get? i tried this D3D9 thing or whatever but it seems to crash ;/ how do i set anisotropic filtering on instead of the other 2 that i can enable?

also how do u enable curved surfaces on renegade?

Subject: Re: how to...

Posted by [cmatt42](#) on Fri, 13 Mar 2009 23:18:43 GMT

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Why are people still using the D3D9 thing? Use the latest scripts instead.

Subject: Re: how to...

Posted by [Hitman](#) on Fri, 13 Mar 2009 23:39:09 GMT

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already got them... im not pc genius or anything so ;/

Subject: Re: how to...

Posted by [Carrierll](#) on Sat, 14 Mar 2009 09:28:51 GMT

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For best looking Rene:

Install Scripts 3.4.4

Check both "Bloom" and "Shaders" during installation.

After installing Scripts 3.4.4, run wwconfig.exe, max out the settings and set your desired resolution (If you just got a new LCD/TFT flatscreen monitor, the best resolution is the highest one, because that won't interpolate the image, CBA to explain, just trust me)

Run Rene:

Main Menu --> Options --> Configuration --> BHS.dll options:

Enable "High Quality Shadows" and set the "Multi-Sample Anti Alias" to a fairly high setting. (I find that even enabling this slightly causes a massive FPS drop for me...)

Restart Rene. Play

If you do get massive FPS drops, try disabling the "Multi-Sample Anti Alias" as I find that's normally responsible.

Hope that helped.

Subject: Re: how to...
Posted by [Goztow](#) on Sat, 14 Mar 2009 10:56:48 GMT
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TBH: bloom makes the game look worse than better, IMO.

Subject: Re: how to...
Posted by [Hitman](#) on Sat, 14 Mar 2009 17:58:26 GMT
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CarrierII wrote on Sat, 14 March 2009 04:28 For best looking Rene:

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i have the latest scripts... i have this high quality shit set to x8, highest there is, i have a 1680x resolution on a 22" monitor... everything maxed out everywhere..is there no way to enable curved surfaces?

Subject: Re: how to...
Posted by [saberhawk](#) on Sat, 14 Mar 2009 18:42:40 GMT
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Hitman wrote on Sat, 14 March 2009 13:58CarrierII wrote on Sat, 14 March 2009 04:28For best looking Rene:

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Both simple and complicated answers are no.

Subject: Re: how to...

Posted by [-Xv-](#) on Sat, 14 Mar 2009 19:09:03 GMT

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This is the reason I use d3d9 over 3.4.4 shaders

3.4.4:

d3d9:

See any difference? Neither do I, yet my FPS is double with d3d9

for the bottom SS, I have everything extra disabled in the BHS.dll options, and rely on the d3d9 + my vid control panel for anti alias and all that jazz..

Subject: Re: how to...

Posted by [Goztow](#) on Sat, 14 Mar 2009 19:40:40 GMT

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The human eye can't see a difference for anything over 60 FPS anyway.

Subject: Re: how to...

Posted by [-Xv-](#) on Sat, 14 Mar 2009 19:55:33 GMT

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The thing is, even in big games when fps tends to drop, I still get an avg of 80% more fps, 80% of the time..

and in big aow games my fps does tend to drop to 50-60 at congested times, so I don't even want to know what I would have with 3.4.4. The main thing is I get the exact same result with less drag on the performance.

Subject: Re: how to...

Posted by [Hitman](#) on Sat, 14 Mar 2009 20:05:57 GMT

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Goztow wrote on Sat, 14 March 2009 13:40The human eye can't see a difference for anything over 60 FPS anyway.

compare 60 to lets say 200... imo 200 is alot smoother gameplay then 60

Subject: Re: how to...

Posted by [Omar007](#) on Sat, 14 Mar 2009 23:17:44 GMT

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Hitman wrote on Sat, 14 March 2009 21:05Goztow wrote on Sat, 14 March 2009 13:40The human eye can't see a difference for anything over 60 FPS anyway.

compare 60 to lets say 200... imo 200 is alot smoother gameplay then 60

It is but you won't see it unless your eyes are really good (not human)

Subject: Re: how to...

Posted by [-Xv-](#) on Sat, 14 Mar 2009 23:45:04 GMT

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You might not see it, but you somehow still feel it, during gameplay. It's easier to aim, it's easier to predict others, etc.. if I have vsync on, the movement of the enemy also isn't as fluid as it is with 200 fps. I've played Ren on several configurations over the years, and there was always a difference in gameplay if my avg fps was 20 or 50-60 or 100-130 and now that it is a constant 200+ unless in big aow games. But even when I drop to 50-60 fps in big games with my current configuration, it isn't the same as having 50-60 fps on a 3-4 year old machine.

The difference is clearly there, to me at least. Others might not agree

Subject: Re: how to...

Posted by [saberhawk](#) on Sun, 15 Mar 2009 10:44:06 GMT

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-Xv- wrote on Sat, 14 March 2009 15:09This is the reason I use d3d9 over 3.4.4 shaders

3.4.4:

d3d9:

See any difference? Neither do I, yet my FPS is double with d3d9

for the bottom SS, I have everything extra disabled in the BHS.dll options, and rely on the d3d9 + my vid control panel for anti alias and all that jazz..

I do. It's called you *not* actually using Scorpio9a's D3D9.

EDIT: Also, the anti-aliasing setting is higher in the top screenshot. Which would also explain the lower FPS.

Subject: Re: how to...
Posted by [CarrierII](#) on Sun, 15 Mar 2009 10:57:13 GMT
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I thought enabling the anti-alias in the video control panel for your graphics card made it worse because it would try to anti-alias the text and other things that don't need it, slowing it down...?

Subject: Re: how to...
Posted by [saberhawk](#) on Sun, 15 Mar 2009 18:35:49 GMT
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CarrierII wrote on Sun, 15 March 2009 06:57: I thought enabling the anti-alias in the video control panel for your graphics card made it worse because it would try to anti-alias the text and other things that don't need it, slowing it down...?
Depends on your video card and the AA mode

Subject: Re: how to...
Posted by [-Xv-](#) on Sun, 15 Mar 2009 21:12:47 GMT
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Saberhawk wrote on Sun, 15 March 2009 05:44

I do. It's called you *not* actually using Scorpio9a's D3D9.

I reinstalled the scripts and not with the bloom and shaders.. does that still mean I'm using 3.4.4?
:S Bare with me I'm not exactly top-gun with it comes to scripts/Dlls/coding.

Quote:

EDIT: Also, the anti-aliasing setting is higher in the top screenshot. Which would also explain the lower FPS.

[/quote]

Ah, you're right. I forgot to enable the temporal AA in my control panel. But I get the exact same fps with it enabled anyways . I still can't tell the difference between having Temporal AA in the control Panel or having that Multi-Sample AA from bhs.dll. It seems to have the same effect, but the multi-sample AA takes up a lot more performance. Having Temporal AA + multi-sample together also has no extra effect on the Quality, compared to just having one of 'em... I just go by what I think, and what I see. It might be wrong but hey, it can only hurt my chances of not

experiencing full-blown Anti-Alias Glory in Rene (lol).

BTW, are there a lot of Quality enhancements coming in 4.0?

Subject: Re: how to...

Posted by [Goztow](#) on Mon, 16 Mar 2009 07:37:59 GMT

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Yes, scripts 4.0 will contain a lot of improvements.
