
Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sat, 16 Aug 2003 22:28:22 GMT

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Well recently I upgraded my video card again (w00t :-\) to a Radeon 9800, thanks to Lefty's sig for the idea (although the link in his sig did not work) and I'm wondering which settings, OpenGL/Direct3D, have more of an impact on Renegade's performance, and really how much of an impact the two settings have in general with other games.

Also, when I had my Gf4 TI 4200, I never had any FPS drop when I had character shadows on high--now with this Radeon character shadows period really drag down the FPS. Are there any settings I can change in the ATI control panel to help alleviate this problem, or is this something that cannot be helped because of the differences in the two cards?

Subject: OpenGL, Direct3D, and Renegade
Posted by [Demolition man](#) on Sat, 16 Aug 2003 23:03:27 GMT

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ehm renegade is Direct3D only.

Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 00:44:24 GMT

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Ok...well does anyone know how I can fix this? I seem to have a problem with multi-pass textures in Renegade.

<http://www.n00bstories.com/image.view.php?id=1147036193>

Subject: OpenGL, Direct3D, and Renegade
Posted by [Ferhago](#) on Sun, 17 Aug 2003 02:23:50 GMT

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That happens to me on my radeon 7000. So you have helped me confirm this happens on ALL radeon cards.

Another thing you may notice (I dont know they may have fixed it on 9800) is some textures will wiggle. Even when your not moving.

Another thing is almost ALL my textures are broken now. Its like the edges of the texture in the screenshot being all jagged, except 10 times worse for all texture blending points, sometimes it even effects the WHOLE texture (most apparent on carnage club extreme, ALL the posters are missing pieces, It gets worse the farther away I am and better the closer I am)

I am NEVER buying a radeon again as long as I live. I tried changing all the card settings to the maximum (it didnt work).

I tried posting my question in a computer help forum (They couldnt help me either)

I tried changing all my card settings to the MINIMUM and it didnt work.

I tried changing my monitor refresh rate. Didnt work.

And my radeon card does this on ALL my games and ALL games I have played!

Planetside, Soldier of Fortune, Soldier of Fortune 2, BF1942, Tribes.

It does it on ALL 3d games. I tried downloading the driver updates. It didnt fix the problem either.

I am glad I saved my geforce2 card because I am SERIOUSLY considering putting it back in

In short

RADEON IS EVIL

Subject: OpenGL, Direct3D, and Renegade
Posted by [Bearxor](#) on Sun, 17 Aug 2003 02:54:58 GMT
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I have reported this problem to ATi. This appears to be a driver issue. You might want to send them a feedback form with the link to the picture you took. It can be extremely annoying.

<http://apps.ati.com/driverfeedback/>

Subject: OpenGL, Direct3D, and Renegade
Posted by [Ferhago](#) on Sun, 17 Aug 2003 03:43:17 GMT
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Did you report ALL the problems?

I downloaded the driver updates too and that did not fix it

Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 03:43:23 GMT
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RADEON may be evil, but I dunno, Geforce cards, or at least the Geforce 4 series, appear to

have overheating issues.

I also submitted an error report, but I backtracked to the drivers that were included with my card and this problem no longer seems to occur.

I still have an issue with exiting Renegade after playing online for a long period of time, though--the computer freezes, the monitor switches to 640x480 resolution and turns a solid navy blue color. I must do a cold reboot--VERY annoying.

But lefty uses a smiliar card as I have, but I don't think he has these issues.

Subject: OpenGL, Direct3D, and Renegade
Posted by [abakshi](#) on Sun, 17 Aug 2003 04:45:44 GMT
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I'll look more into the texturing issue, but I don't experience any other issues with Renegade running on either of my two faster systems (the ones in my sig).

The only Renegade graphics issue I had was when I first got my AIW 8500DV, they hadn't fixed the flickering texture issues yet, so I downgraded my drivers in order to play Renegade until they released the next version, which fixed the issue.

YSLMuffins - your issues with returning to 640x480 and the blue color are definitely not normal. Make sure all your system drivers are set up correctly, etc.

Interestingly, your issue sounds similar to something I briefly skimmed through on the MS Windows Update site. I don't remember the specifics of the bug, but the issue was something having to do with problems restoring normal resolution after exiting a game, so you may want to check that out.

Could you post specs on your system? If the Windows Update issue doesn't help, there may be some incompatibilities (e.g. mobo/video card setup) that you may want to look into.

Subject: OpenGL, Direct3D, and Renegade
Posted by [abakshi](#) on Sun, 17 Aug 2003 04:47:45 GMT
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Also, if your card is Built-By-ATI and 30 days haven't passed since you registered the card, try ATI's phone tech support if the other options don't work.

Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 05:23:38 GMT
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If you could find that windows update article for me, that would be greatly appreciated!

Well, my computer is ancient :oops: but here goes: AMD Athlon k7 600 MHz, 384 MB RAM, 1 13 gig HD, 1 19 gig HD, Windows XP, and....I'm not sure what else is relevant. Motherboard type? I'm not sure what kind it is. :-\

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.

Subject: OpenGL, Direct3D, and Renegade
Posted by [General Havoc](#) on Sun, 17 Aug 2003 12:10:42 GMT

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Sounds like a driver issue to me but I don't have a Radeon card so I can't say. May be the newer drivers that are causing the pblem? Westwood obviously had no problems running it on a Radeon 8500 as they implimented Truform and i've seen Renegae run on a 8500 perfectly.

I have a GeForce 4 ti 4200 and it doesn't over heat, mainly because the card I bought has a 350g copper heatsink and fan with Ram Sinks on instead of a cheap aluninium chipset cooler. I managed to overclock it to 305/650 and it runs like a ti 4600.

Subject: OpenGL, Direct3D, and Renegade
Posted by [snipesimo](#) on Sun, 17 Aug 2003 19:32:56 GMT

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i have the picture in the screenie, i ignore it, it barely ever happens and its too un-noticable for me to put time into fixing it.

I have a Radeon 9500 Pro w/ Soft hack to 9800, i use the omega drivers(newest version) and i

have an 80hz OC on core and mem. this is the only problem i can see with the card

Subject: OpenGL, Direct3D, and Renegade
Posted by [Genius-Pr02](#) on Sun, 17 Aug 2003 19:50:34 GMT
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My 9700Pro @ 390/330 is teh ownage ^_^

Subject: OpenGL, Direct3D, and Renegade
Posted by [hareman](#) on Sun, 17 Aug 2003 23:00:44 GMT
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I have many issues with the 9800 the main ones being that sometimes the new drivers create a lot of problems for me. when I installed 3.4's for instance my system ground to halt on renegade. When I originally upgraded from a 9700 to a 9800 I found that my performance as far fps goes suffered in almost every app. But when I upped the AA anf AF settings to max them out I got no fps drop at all. With the last drivers my card hums along with everything other than renegade which hovers at 45-70 fps. But its strange to note I get better frames on the Battle of Procyon test on 3dMark03. I was told by some one in the know on renegade and ATI cards that renegade just has problems. I might also point out here I get into the 200s on UT2k3 on every map and when I up the AA aF settings my fps drops maybe 30%

Demo is correct that renegade is a DirectX app but its weird to note that an OLG hook works for renegade.

And the issues with renx really don't apply because the app was made to run alongside 3dMax which really needs a high power OpenGL card to run and render at its best. I have a wildcat 5110 for a dual XeonIII @ 900 and the output is nothing short of amazing.

Which version of DirectX do you have installed

And with the older 3.2 Catalyst drivers I was able to see through walls in renegade lol

Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 23:04:11 GMT
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I'm running directx 9b, I think.

Subject: OpenGL, Direct3D, and Renegade
Posted by [Dante](#) on Sun, 17 Aug 2003 23:32:48 GMT
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Ren uses a hybrid engine, made by Greg Hjelstrom, it basically uses a bit of each, and some of its own stuff.

Subject: OpenGL, Direct3D, and Renegade
Posted by [Ferhago](#) on Mon, 18 Aug 2003 17:11:06 GMT
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No it doesnt just happen with renegade it happens with all 3d things. Games or programs like renx

Subject: OpenGL, Direct3D, and Renegade
Posted by [DaddyD302](#) on Wed, 20 Aug 2003 01:40:51 GMT
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YSLMuffinsOk...well does anyone know how I can fix this? I seem to have a problem with multi-pass textures in Renegade.

<http://www.n00bstories.com/image.view.php?id=1147036193>

It's your driver. I have the same problem, it's both the 3.5 and 3.6 that have this issue. The 3.4 for me doesn't have this issue, but other games suffer[Empire Earth, gotta turn off AA in order to see anything], so I just decided to stick with the 3.6. Still waiting for ATI to fix this bug. Maybe the 3.7 will fix this, maybe.

Subject: OpenGL, Direct3D, and Renegade
Posted by [Ferhago](#) on Wed, 20 Aug 2003 23:08:40 GMT
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You mean they dont have a driver update out that fixes it yet?

Subject: OpenGL, Direct3D, and Renegade
Posted by [Epyon](#) on Thu, 21 Aug 2003 08:43:39 GMT
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Well, first off, YLS, your processor in no way can keep up to your gfx card, and you wont be getting max performance with that card. I would expect a 2Ghz to be needed to start getting the card to work for its money effectivly. In your case, the cpu cant keep up with what your card needs, altho that is not causing the problem, its just a side note.

Another note, ATI is gay.

I have a 933PIII and a MX440. Its not the best, but Renegade doesnt require much to play, and on

September 23 when AMD releases the 64, its upgrade time.

But, about Renegade freezing, I get that too. Its was an understatement to say very annoying. I have broken two keyboards now because of that. I used to get that problem back when I played rene on ME, but when I got XP, it went away. Now, after I did a format and clean install of Rene, it freezes. I have found NOTHING about this ANYWHERE. If you do find out, PLEASE, let me know. Its pissing me off, bad.

And about nVidia, yes, they do have a problem with heat. The company slacks off in that department. I suggest buying a vga chipset cooler from comp usa or somewhere like that, its just a few bucks, and works wonders.
