
Subject: Odd Graphical glitch :(
Posted by [2000_years](#) on Sat, 22 Nov 2003 00:02:48 GMT
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I get this glitch where the wall turns white and flickers wierdly when I go near it, does anyone know why?

I have: AXP 1700+
Radeon 9800SE
512MB RAM

??? UT2K3, Zero Hour etc all seem fine

Subject: Re: Odd Graphical glitch :(
Posted by [Sk8rRIMuk](#) on Sat, 22 Nov 2003 00:05:50 GMT
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2000_years i'll fix the image now

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This has happened when I got out of range of an object but never that close...

I am no hardware expert, nor do I know anything about the workings of graphics cards BUT I know Renegade and some of the Radeon 9x range have problems like this.

All I can tell you is what I know, you will have to wait and see if theres anybody with a remedy

Subject: Odd Graphical glitch :(
Posted by [DrasticDR](#) on Sat, 22 Nov 2003 00:43:17 GMT
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What DirectX version are you using?

Subject: Odd Graphical glitch :(
Posted by [Sanada78](#) on Sat, 22 Nov 2003 00:46:45 GMT
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I have the exact same problem. It started when I upgraded to the Catalyst 3.7 so it's the drivers driver seems the only way at the moment.

Subject: Odd Graphical glitch :(
Posted by [2000_years](#) on Sat, 22 Nov 2003 00:48:00 GMT
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I'll try the older catalysts then. I'm using DX9 and I need it installed for some newer games to work :/ I have heard that ATI's newer drivers "screw some games up"

/edit - It works, there's no glitch (trying some 2.9 or something), but my performance has dropped by around 10%. Still over 80fps though

Subject: Odd Graphical glitch :(
Posted by [DrasticDR](#) on Sat, 22 Nov 2003 00:59:40 GMT
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Try the 3.4 driver.
