
Subject: Graphics card?

Posted by [kawolsky](#) on Sat, 31 Jan 2004 17:18:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.n00bstories.com/image.view.php?id=1240540245>

does this happen to anyone else?

if not, do you think its my graphics card?, my graphics card has been playing up allot lately so it might be that, anyone know?

Subject: Graphics card?

Posted by [gendres](#) on Sat, 31 Jan 2004 17:58:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

it happens to me sometimes when I play online, I tought it was lag but I don't know.

Subject: Graphics card?

Posted by [mrpirate](#) on Sat, 31 Jan 2004 18:00:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks like memory errors. For some reason Halo seems to make cards more unstable. Make sure you've got sufficient cooling, or maybe clock it down 10 MHz.

Subject: Graphics card?

Posted by [npsmith82](#) on Sat, 31 Jan 2004 18:09:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Am i the only one that can't see anything wrong with that picture? Maybe i'm missing something...

Subject: Graphics card?

Posted by [mrpirate](#) on Sat, 31 Jan 2004 18:56:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Graphics card?

Posted by [cowmisfit](#) on Sat, 31 Jan 2004 19:43:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

On my one comp that has the really really good graphics card i have nothing of the sort ever. But

on this one with semi-good graphics card i get that in Renegade soemtimes. I just click F 2 times to go from first to 3rd and back to first again and it goes away.

Subject: Graphics card?

Posted by [SuperFlyingEngi](#) on Sat, 31 Jan 2004 19:46:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yah that seems about right, resetting the camera picture by switching views should clear that stuff up.

Subject: Graphics card?

Posted by [DrasticDR](#) on Sat, 31 Jan 2004 20:56:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wouldn't it be wise if you had posted which video card and the driver you have, kawolsky.

Subject: Graphics card?

Posted by [General Havoc](#) on Sat, 31 Jan 2004 21:31:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah Halo is a bit jiggery on my card, runs Planetside and other demanding games fine. Post if your system spec.

Here is an enhanced version of the image for people who have a darker screen.

Subject: Graphics card?

Posted by [kawolsky](#) on Sat, 31 Jan 2004 21:45:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

my graphics card is :

NVIDIA GeForce4 Ti 4200,

ill try installing halo on my other comp which has the new Geforce FX <number>

Subject: Graphics card?

Posted by [General Havoc](#) on Sat, 31 Jan 2004 23:11:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Strange my GeForce 4 ti4200 doesn't do that. It does behave eratically at times, but no graphics

glitches. Mine is overclocked to 650/305 (just over default speed of ti 4600) too.

Subject: Graphics card?

Posted by [ThunderChicken](#) on Sat, 31 Jan 2004 23:57:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I got a GF4 MX 440, Overclocked pretty much as far it it'll go.

Sometimes when I play Renegade, parts of objects stretch out, like the airstrip tower, bridge on City, the Weapons Fac, but I've never seen it on a character, vehicle, or weapon.

Here: <http://n00bstories.com/image.view.php?id=1225040204>

Btw: Stock card clocks are 250/400, and it's running 340/550

Subject: Graphics card?

Posted by [npsmith82](#) on Sun, 01 Feb 2004 03:00:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

General HavocYeah Halo is a bit jiggery on my card, runs Planetside and other demanding games fine. Post if your system spec.

Here is an enhanced version of the image for people who have a darker screen.

Ah now that makes more sense, i couldn't even see those lines.

I've the same graphics card, but that doesn't happen to me with the demo, at least.

Subject: Graphics card?

Posted by [Jaspah](#) on Sun, 01 Feb 2004 03:49:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

I run Halo in 800x600 without Specular. I don't get anything like that in that picture, though.

Pentium 4 2.4

GeForce FX 5200

768 SDR RAM

Subject: Graphics card?

Posted by [pulverizer](#) on Sun, 01 Feb 2004 14:55:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have a Nvidia Gforce 4 ti 4200 8X agp card. 2 days ago I played farcry, my card could handle it. but now I've downloaded the new g-force driver version 53.03. released on December 9, 2003.

and I installed it. then I wanted to play farcry, and now it runs like shit! . somehow, this new driver made my card alot slower or something . the problem is, I have deleted my old driver, does someone know where I can find older nvidia gforce drivers? first I had version 48.** but I can't find it on internet .

Subject: Graphics card?

Posted by [npsmith82](#) on Sun, 01 Feb 2004 16:16:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

slayerI have a Nvidia Gforce 4 ti 4200 8X agp card. 2 days ago I played farcry, my card could handle it. but now I've downloaded the new g-force driver version 53.03. released on December 9, 2003. and I installed it. then I wanted to play farcry, and now it runs like shit! . somehow, this new driver made my card alot slower or something .

That happened to me once, when i used to play GTA3 it ran perfectly. I updated my graphics drivers and suddenly the game went REALLY badly frame rated... chances are that the new drivers have reset one of the card settings.

Desktop > Properties > Settings > Advanced > Geforce Ti4200

I found out that it had modified things like anti-alias, anisotropic rendering, shit like that. I just played about with the settings and got it working fine again.

Subject: Graphics card?

Posted by [General Havoc](#) on Sun, 01 Feb 2004 17:46:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yup 53.03 added the application controlled anti-aliasing and anastropic filtering controls. Either uncheck the boxes or set the anti-aliasing off in the application.
