
Dealing with anti-aliasing

Geschrieben von Duleto - 25.11.2024 16:20

What steps do you do when it comes to dealing with anti-aliasing?

I have nVidia video card and would like to know your ways to fix this issue? :)

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Aw: Dealing with anti-aliasing

Geschrieben von MichaW - 25.11.2024 17:20

Duleto schrieb:

What steps do you do when it comes to dealing with anti-aliasing?

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Hiho

What do you mean Dimitar? Is your antialiasing not working? With older Nvidia cards, like the ones I have, a little trick is necessary. You have to set a compatibility bit for DX9, then the AA will work again. Depending on the card, this may be something other than Diablo3, as in my case.

Glück auf! http://www.altbierbude.de/images/fbfiles/images/Screenshot_2024_11_25_171743.jpg

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Geschrieben von Duleto - 25.11.2024 21:38

Thanks, Micha. It seems like this helped.

Yesterday on my stream a guy commented that I can improve the look of the lines, as they were hurting my eyes. He said I can use exactly nVidia Profile Inspector, however, as I am not sure what values to put there, I wanted to ask here, in Altbierbude.

Here is another section that might help, that I don't have knowledge about and would love to see how someone from ABB has set it up: <https://ibb.co/1Rwmv2z>

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Geschrieben von MichaW - 26.11.2024 00:30

Hi Dimi, I am attaching the Nvidia Inspector profile that most of the TS use. Manfred created it at some point and kindly passed it on to us. I have been using these settings for years now.

Glück auf!

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Aw: Dealing with anti-aliasing

Geschrieben von MichaW - 26.11.2024 00:31

Hi Dimi, I am attaching the Nvidia Inspector profile that most of the TS use. Manfred created it at some point and kindly passed it on to us. I have been using these settings for years now.

Glück auf! https://www.altbierbude.de/images/fbfiles/files/GT_Legends.zip

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Aw: Dealing with anti-aliasing

Geschrieben von Duleto - 26.11.2024 09:29

Thanks Micha and Manfred, I have imported them in nVidia Profile Inspector. Prost! :)

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