Subject: Weird video glitch Posted by roszek on Wed, 27 Feb 2013 23:36:00 GMT View Forum Message <> Reply to Message

Not sure what's going on here but here is the fraps.

http://www.youtube.com/watch?v=R11fJlkPJaA

Subject: Re: Weird video glitch Posted by Jerad2142 on Thu, 28 Feb 2013 17:42:04 GMT View Forum Message <> Reply to Message

As I was saying before my computer decided to restart (it was like a blue screen but it decided not to display the blue screen...) That looks like what happens when there are too many polys on the screen (seen it on my laptop a few times and on my main computer once back when we were working on Rp2's power up system and it keep spawning power ups infinitely). The only thing that doesn't match that is that the issue appears to continue no matter where you look; normally it disappears for me when you look away from the point with too many polys.

Subject: Re: Weird video glitch Posted by roszek on Mon, 02 Dec 2013 13:35:12 GMT View Forum Message <> Reply to Message

Bump.

This is still an issue that many players are having, any idea as to the cause...

http://multiplayerforums.com/index.php?/topic/2461-shadows-or-shapes-in-game/

Note: This has happened to me on jelly and MPF.

Subject: Re: Weird video glitch Posted by EvilWhiteDragon on Mon, 02 Dec 2013 17:28:31 GMT View Forum Message <> Reply to Message

Seems to me as an issue with your GFX card. I used to get that kind of artifacts when I OC'ed my card too much, but you can also get it from overheating issues. Could you verify this?

Additionally, could you point us to the many players that have this issue?

Subject: Re: Weird video glitch Posted by roszek on Mon, 02 Dec 2013 19:30:13 GMT EvilWhiteDragon wrote on Mon, 02 December 2013 10:28Seems to me as an issue with your GFX card. I used to get that kind of artifacts when I OC'ed my card too much, but you can also get it from overheating issues. Could you verify this?

Additionally, could you point us to the many players that have this issue?

I can not cuz I had upgraded my video card long after I took that video in Feb and have been too busy doing other ren related things to be active enough in game.

The link I posted above was a topic started in October regarding this issue.

-> http://multiplayerforums.com/index.php?/topic/2461-shadows-or-shapes-in-game/

Subject: Re: Weird video glitch Posted by Mauler on Sun, 12 Jan 2014 04:47:56 GMT View Forum Message <> Reply to Message

here are some more screens of the same glitch.. other that a few textures in my data folder my renegade is stock

video is Nvidia GTX 650 with win7 64bit

lots of images beware lol Toggle Spoiler

File Attachments
1) Screenshot.187.png, downloaded 343 times

## Fred is repairing the Nod Tiberium Harvester kaboom321 killed Fred



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## Fred is repairing the Nod Tiberium Harvester kaboom321 killed Fred



#### 3) Screenshot.189.png, downloaded 191 times

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#### kaboom321 killed Fred

NW

Page 8 of 18 ---- Generated from Command and Conquer: Renegade Official Forums

N

#### kaboom321 killed Fred

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Warning - Nod Harvester under attack. Nod unit destroyed. (Stealth Tank) bunywabit killed Curky2003

> [MPF]Ma Ranked 1



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bunywabit killed Curky2003 Unit ready. Nod unit destroyed. (Nod Tiberium Harvester)



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Sarah sometimes get graphic glitches like this too, so it's certainly not a isolated incident...

Subject: Re: Weird video glitch Posted by EvilWhiteDragon on Sun, 12 Jan 2014 20:24:12 GMT View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Mon, 02 December 2013 18:28Seems to me as an issue with your GFX card. I used to get that kind of artifacts when I OC'ed my card too much, but you can also get it from overheating issues. Could you verify this?

Additionally, could you point us to the many players that have this issue? @Mauler & Sean

Subject: Re: Weird video glitch Posted by Mauler on Sun, 12 Jan 2014 23:24:50 GMT View Forum Message <> Reply to Message

Card is not overclocked and have no heating issues

Subject: Re: Weird video glitch Posted by EvilWhiteDragon on Mon, 13 Jan 2014 00:01:36 GMT View Forum Message <> Reply to Message

Can you check for glitches/artifacts when running furmark or 3dmark?

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