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Subject: Tessellation Support?

Posted by [Generalcamo](#) on Mon, 06 May 2013 00:55:23 GMT

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As most of you will know, Renegade had support for a feature known as "TruForm", which was an early implementation of Tessellation. This however wasn't really well used in the industry, and was abandoned. Now however, we have Tessellation, which many graphics card use for Direct X 9 and 10. However, enabling this feature in my graphics card settings doesn't work properly in C&C Renegade, even though it works completely fine in all of my other Direct X 9 games. Is this a bug?

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Subject: Re: Tessellation Support?

Posted by [danpaul88](#) on Tue, 07 May 2013 12:00:03 GMT

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Don't forget Renegade is technicaly as Dx8 game, not Dx9. I'm not sure how completely it was ported to Dx9 with scripts 3.x and up, but it's possible that causes problems?

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Subject: Re: Tessellation Support?

Posted by [saberhawk](#) on Wed, 08 May 2013 18:02:49 GMT

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generalcamo wrote on Sun, 05 May 2013 17:55As most of you will know, Renegade had support for a feature known as "TruForm", which was an early implementation of Tessellation. This however wasn't really well used in the industry, and was abandoned. Now however, we have Tessellation, which many graphics card use for Direct X 9 and 10. However, enabling this feature in my graphics card settings doesn't work properly in C&C Renegade, even though it works completely fine in all of my other Direct X 9 games. Is this a bug?

Tessellation support in "many graphics cards" is not exposed to anything but DX11. DX9 had API support for "N-patches" and scripts 3.x had code for them, but no driver actually exposed support for them under DX9. The massive device compatibility table included in the SDK confirms this.

The code was then completely removed for 4.0 since nobody could activate the feature and the code required to deal with gap artifacts caused by tessellation was difficult to maintain.

The "DX9 Tessellation SDK" ATI put out was considered but rejected because it's ATI-only, uses a different form of tessellation, and appears to be even more difficult to maintain because it requires special vertex shaders.

So, not a bug.

danpaul88 wrote on Tue, 07 May 2013 05:00Don't forget Renegade is technicaly as Dx8 game, not Dx9. I'm not sure how completely it was ported to Dx9 with scripts 3.x and up, but it's possible that causes problems?

3.4.x had very minor DX8->DX9 wrappers in place with most DX9 calls happening natively iirc. 4.0 did away with any DX8 wrappers we had.

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