

DirectX support added

Last Updated Monday, 29 August 2011 15:10

In order to increase Full Ace compatibility with all video hardware, we have added support for DirectX rendering : users may now choose their preferred rendering API between DirectX and OpenGL.

If you have been having problem running Full Ace demo on your computer in the past, now is time to try it again using DirectX. There is a good chance it will work (DirectX is configured by default).

This version also uses multisampling for antialiasing, which gives better results and is more efficient.

[Access to the demo download page](#)

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