

Turok 2 Third update makes DirectX the default graphics API, improves render resource management

Written by Administrator

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Night Dive Studios has released a new update for the re-released Steam version of Turok 2: Seeds of Evil. According to the release notes, this patch makes DirectX the default graphics API for new users, improves render resource management and fixes some random DX11 crashes on application startup. {jumi [ad.php] }

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