Subject: CnC Reborn : MMKII Texture Update
Posted by icedog90 on Sat, 02 Oct 2004 23:13:55 GMT
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Sanada78Renegade does support bump-mapping. Take a look at thw water on the level Under behind the Nod base.

That's a different form of bump mapping. Renegade basically does not support bump mapping, but technically it does. What you see on that render is not supported by Renegade.