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Subject: "Stealth is key"

Posted by [Slash0x](#) on Sun, 05 Dec 2004 01:21:46 GMT

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glyde51 never understood why big textures weren't done...

looks better than like little cloned squares.

Exactly...

EDIT:

icedog90 I think it's too dark. Some of the textures are too big, too.

I have had many good things and bad things about this. It does provide hiding places for both teams, but yes, it is hard to see. I'm pushing for a "realistic" look as much as possible. We'll just have to see when it gets closer to the end of the map...

Aircraftkiller Judging from the areas I can see, it's got a lot of blurry textures that are mapped too large. It also doesn't look like Tiberian Sun, but I guess that doesn't matter because nothing in Reborn does to begin with...

I suggest you increase the lighting to show the rest of it. Right now it's pretty bland and adding a single "movable object" doesn't really add anything to gameplay.

For what does it matter what you say? You aren't any part of the Renegade community anymore. :rolleyes: I know you love seeing your name everywhere, but com'on...stop being a "homosexual"...

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