
Subject: Minor problem...

Posted by [IRON FART](#) on Wed, 06 Apr 2005 00:03:37 GMT

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I don't know if you guys will be able to fix this, but i'll throw it out on the table anyway.

I have an FX5200 graphics card. Sometimes in game at random, textures on certain objects will dissappear for a short amount of time. It could be anything.

So at random, something will just turn invisible. Sometimes I can see straight through walls and see the enemy on the other side, etc. I don't have any control over it though.

I have noticed that other people with my GPU have the same issue, although it isn't a big deal. I'm not sure if it happens on other FX cards.

This problem has something to do with the .w3d file format because it doesn't happen in any other game besides Renegade and Generals (which both use .w3d).

I'm not sure if it is limited to objects that are textured with .dds files or if it happens to objects textured with .tga files. It happens a lot in C&C_Field; especially on the ground on the Nod side.

I don't know if this can be fixed or not, but it would be nice.

TIA
