Subject: Re: Bumpmapping
Posted by saberhawk on Wed, 24 Dec 2008 09:37:11 GMT
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Poskov wrote on Sat, 20 December 2008 09:25Why is it, when I installed scripts 3.4.4, a certain type of water in Renegade suddenly had bumpmapping?

Because your video card exposes different capabilities under DirectX 9 that it does under 8, one of those capabilities being the ability to display that type of water...