Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by u6795 on Thu, 08 Jan 2009 23:50:31 GMT

mjfabian wrote on Thu, 08 January 2009 18:32u67951, what textures are missing?

Seems to be some sort of view distance error now that I look at it again. Here's some screenshots to show you what I mean.

And then, when I move, the no-texture area shifts-

I don't know much about Renegade's coding, but this just seems to be a sort of draw distance thing. Probably my problem.