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Subject: Re: [request] High Res Vehicle textures  
Posted by [saberhawk](#) on Wed, 28 Jan 2009 05:29:24 GMT  
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R315r4z0r wrote on Tue, 27 January 2009 21:25u6795 wrote on Tue, 27 January 2009 21:22I dunno about you, man, but that's kind of awesome.  
Not if you are in motion. When you change the camera angle, there clipping errors between two seemingly different textures all over the weapons and the vehicles.

Those black spots change their positions when you move so it looks like total crap. And I don't know how to use that shader edit thingy.

How do I return the vehicles to normal?

Turn off shaders (or get rid of the files you installed)

Those issues are because of the crazy ass backwards math done in that old FX file =/

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