
Subject: OpenGL, Direct3D, and Renegade
Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 00:44:24 GMT
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Ok...well does anyone know how I can fix this? I seem to have a problem with multi-pass textures in Renegade.

<http://www.n00bstories.com/image.view.php?id=1147036193>
