
Subject: OpenGL, Direct3D, and Renegade
Posted by [DaddyD302](#) on Wed, 20 Aug 2003 01:40:51 GMT
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YSLMuffinsOk...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>

It's your driver. I have the same problem, it's both the 3.5 and 3.6 that have this issue. The 3.4 for me doesn't have this issue, but other games suffer[Empire Earth, gotta turn off AA in order to see anything], so I just decided to stick with the 3.6. Still waiting for ATI to fix this bug. Maybe the 3.7 will fix this, maybe.
