Subject: This is really buggin' me...
Posted by Aircraftkiller on Sun, 04 Jan 2004 00:16:59 GMT

View Forum Message <> Reply to Message

It's nothing to do with the video card. You're using Vertex Lighting. Change it in the Renegade configuration to Multi-Pass Lightmaps and it will work itself out. Put the texture filter to trilinear, too.