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Subject: Zooming and Texture Detail

Posted by [gibberish](#) on Thu, 20 May 2004 22:20:26 GMT

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I doubt this is possible but:

Is it possible to fix it so that when you zoom in the texture map increases in detail.

I don't know if you have noticed, but when you look at the ground just in front of you there is a lot more detail than say at 20 meters away, if you look carefully you can see the cut off line for the texture resolution.

However when you zoom in it doesn't change the texture map it just stretches it, so you end up with bigger texture pixels.

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