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Subject: Zooming and Texture Detail

Posted by [Aircraftkiller](#) on Thu, 20 May 2004 23:50:38 GMT

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It's called MIP mapping. Asking for textures to be perfectly crisp all the time, everywhere you are, is insane. No game is capable of this yet, especially not Renegade.

A lot of the blurred texture issue comes from the UV point tiling, it's set at 10-15 meters on Field, making that blurry pebble look larger than your head.

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