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Subject: Bumpmapping

Posted by [Poskov](#) on Sat, 20 Dec 2008 15:25:48 GMT

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Why is it, when I installed scripts 3.4.4, a certain type of water in Renegade suddenly had bumpmapping?

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Subject: Re: Bumpmapping

Posted by [MGamer](#) on Sat, 20 Dec 2008 21:20:41 GMT

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hmm deja-vu

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Subject: Re: Bumpmapping

Posted by [saberhawk](#) on Wed, 24 Dec 2008 09:37:11 GMT

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Poskov wrote on Sat, 20 December 2008 09:25 Why is it, when I installed scripts 3.4.4, a certain type of water in Renegade suddenly had bumpmapping?

Because your video card exposes different capabilities under DirectX 9 that it does under 8, one of those capabilities being the ability to display that type of water...

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Subject: Re: Bumpmapping

Posted by [Poskov](#) on Sun, 04 Jan 2009 03:51:47 GMT

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then how come everything in renegade didnt get bumpmapping?

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Subject: Re: Bumpmapping

Posted by [saberhawk](#) on Sun, 04 Jan 2009 05:05:03 GMT

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Poskov wrote on Sat, 03 January 2009 21:51 then how come everything in renegade didnt get bumpmapping?

Because not everything has bump mapping applied to it? Duh?

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