Subject: This is really buggin' me...
Posted by bigejoe14 on Sat, 03 Jan 2004 20:48:24 GMT
View Forum Message <> Reply to Message

http://www.n00bstories.com/image.fetch.php?id=1099923795

Why does the ground do that? It's really starting to bug me for some reason.

Subject: This is really buggin' me...
Posted by Jaspah on Sat, 03 Jan 2004 20:50:32 GMT
View Forum Message <> Reply to Message

I'm wondering the same, too.

Subject: This is really buggin' me...
Posted by Xtrm2Matt on Sat, 03 Jan 2004 22:01:50 GMT
View Forum Message <> Reply to Message

/me has never had a problem like that before

Subject: This is really buggin' me...
Posted by C4miner on Sat, 03 Jan 2004 22:49:31 GMT
View Forum Message <> Reply to Message

Video card driver.

Subject: This is really buggin' me...
Posted by snipesimo on Sat, 03 Jan 2004 23:48:25 GMT
View Forum Message <> Reply to Message

Its a piss off annoying problem with ATI graphics cards. I get it a lot when walls with detailed textures are viewed at odd angles with my Radeon 9500 Pro. The problem was submitted to ATI who then said "we cannot reproduce the problem". Someone submitted more info concerning the problem to ATI, last I heard.

Subject: This is really buggin' me...
Posted by Vitaminous on Sun, 04 Jan 2004 00:15:24 GMT
View Forum Message <> Reply to Message

I get this problem all the time.

/westwood/renegade/wwconfig change the settings to max and it will be fixed.

[you can't do it in-game, for some reason it won't work...]

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.

Subject: This is really buggin' me...
Posted by Vitaminous on Sun, 04 Jan 2004 00:18:50 GMT
View Forum Message <> Reply to Message

Same thing I said except that Aircraftkiller is been more precised than I was.

Subject: This is really buggin' me...
Posted by IRON FART on Sun, 04 Jan 2004 00:35:43 GMT
View Forum Message <> Reply to Message

It could be to do with the video card. I had something similar. (and it's a pretty common problem with my card fx 5200)

What card do you have?

But a lighting problem would make sense.

Subject: This is really buggin' me...
Posted by mrpirate on Sun, 04 Jan 2004 01:11:25 GMT
View Forum Message <> Reply to Message

In my experience, there is a glitch in WWConfig that causes 'Lighting Mode' and 'Texture Filter' to be reset to 'Vertex' and 'Bilinear' if you change anything else withint WWConfig and then close it without "seeing" them set as something else; that is, clicking on 'Expert Mode' so that the two settings become visible.

Subject: This is really buggin' me...
Posted by Crimson on Sun, 04 Jan 2004 01:45:26 GMT

Wow thanks... I fixed mine too.

Subject: This is really buggin' me...
Posted by YSLMuffins on Sun, 04 Jan 2004 01:51:15 GMT

snipesimoIts a piss off annoying problem with ATI graphics cards. I get it a lot when walls with detailed textures are viewed at odd angles with my Radeon 9500 Pro. The problem was submitted to ATI who then said "we cannot reproduce the problem". Someone submitted more info concerning the problem to ATI, last I heard.

I still have the exact same problem. It didn't do it with the drivers included with my card, but unfortunately the CD is apparently unreadable.

Subject: This is really buggin' me...
Posted by Sanada78 on Sun, 04 Jan 2004 02:01:20 GMT

I also have that problem and was hoping they'd fix it but it looks like they won't. There's a previous version of the drivers that worked okay, but I can't remember which version.

I would go back, but the newer ones perform better it other games such as Generals.

Subject: This is really buggin' me...
Posted by snipesimo on Sun, 04 Jan 2004 02:23:45 GMT

I have always had this problem since I got my Radeon 9500 Pro and never had it with my Geforce4 ti4200. I am not sure mine is the same as the one which was shown in the original post, but changing those settings still doesn't fix what I am experiencing.
http://www.n00bstories.com/image.view.php?id=1358740966

Subject: This is really buggin' me...
Posted by snipesimo on Sun, 04 Jan 2004 02:59:16 GMT

From furthur research there's one of 2 things happening. Either 1: The number of and size of the artifacts is very eradic or 2: Changing the setting as instructed by Aprime and Ack actually makes the problem more common in-game.

Subject: This is really buggin' me...
Posted by YSLMuffins on Sun, 04 Jan 2004 07:28:07 GMT
View Forum Message <> Reply to Message

Try multi-texture lightmaps if you have a Radeon.

Subject: This is really buggin' me...
Posted by NHJ BV on Sun, 04 Jan 2004 12:45:20 GMT
View Forum Message <> Reply to Message

I have the same "problem", and I have a Nvidia GF4 MX 440 64 Mb, so it's not ATI/Radeon only.
I'll try Acks suggestion if I can be bothered to fix something as minute as this

---

Subject: This is really buggin' me...
Posted by spreegem on Sun, 04 Jan 2004 14:53:31 GMT
View Forum Message <> Reply to Message

I have an ATI Radeon 9600 Pro and haven't had a single problem

---

Subject: This is really buggin' me...
Posted by snipesimo on Sun, 04 Jan 2004 16:58:01 GMT
View Forum Message <> Reply to Message

The conclusion I came to is by doing ack's fix all that happened is the problem started appearing
on even more textures than before, includinf metal textures and many more ground textures.

Subject: This is really buggin' me...
Posted by inyuasha on Sun, 04 Jan 2004 17:30:13 GMT
View Forum Message <> Reply to Message

Was there any point to that so what if your in last place.

Subject: This is really buggin' me...
Posted by mrpirate on Sun, 04 Jan 2004 17:35:44 GMT
View Forum Message <> Reply to Message

It's a problem with the Catalyst drivers for the Radeon cards. If you're really bothered by the
flickering, revert to the 3.4 or 3.5 Cats; I hear those work. I recently installed the 3.2 Catalysts
from the CD that came with my video card, and the flickering was gone.

Subject: This is really buggin' me...
Posted by Crimson on Sun, 04 Jan 2004 22:21:04 GMT
View Forum Message <> Reply to Message

The specific problem mentioned is caused by "vertex lighting". You might need to play with the settings to get it right for your video card, just avoid the "vertex lighting" one.

Subject: This is really buggin' me...
Posted by Aircraftkiller on Mon, 05 Jan 2004 00:46:58 GMT
View Forum Message <> Reply to Message

It's also a level specific problem. Since the smoothing groups for Canyon were all over the place, the lighting doesn't transition from mesh to mesh undetectably. Tse Cheng rushed it.

He also didn't calculate vertex lighting before exporting it. Only a few levels have this problem. Since all custom levels are forced into vertex lighting, you'll see this problem occur on them if the author was lazy or didn't know what they're doing.

Subject: This is really buggin' me...
Posted by snipesimo on Mon, 05 Jan 2004 20:08:51 GMT
View Forum Message <> Reply to Message

I have never tried vertex, i thought the problem was in one of the other choices...

Subject: This is really buggin' me...
Posted by mrpirate on Mon, 05 Jan 2004 20:19:40 GMT
View Forum Message <> Reply to Message

Um... yes you do.