
Subject: CnC Reborn : MMKII Texture Update
Posted by [Sanada78](#) on Sat, 02 Oct 2004 23:42:27 GMT
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This is what bump-mapping on a vehicle looks like in Renegade anyway.

I don't know how to use it properly, but I used the same settings as the water effect. You properly need to make a suitable reflection map/texture in order to make it look better.
