

---

Subject: FieldTS - a big mistake...

Posted by [zunnie](#) on Thu, 09 Dec 2004 10:24:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

LaeubiField TS has lightening Problems:

Settings: Vertex, Bilinear, Buildingshadows on.

Thats actually gotto do with a Direct3D 'malfunction' or whatever, its the AGP Texturing fucking up somehow.

---