
Subject: Re: Is this a mipmap problem or with ren or Both
Posted by [AoBfrost](#) on Thu, 06 Sep 2007 03:46:15 GMT

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I reinstalled ren a few weeks ago, and noticed the same thing, thanks Jerad for the help, this might do the trick for me as I noticed the shadows on canyon behind the nod ref are seperated from the ground, like the shadow doesnt fade, just a big dark spot that looks odd.
