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Subject: Re: need help with renx.

Posted by [Di3HardNL](#) on Fri, 15 Feb 2008 16:27:55 GMT

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I would agree with you if i didn't try something like this before for the nod refinery interior, look my screenshots exactly the same problem as with the islands tunnels

I know normally the interior is also a little green, but i deleted the original wall files so I dont know why this reflection happen' But sometimes it looks alright, while in the original renegade it is green all the time (if im not mistaking)

By the way I didnt finish the texturing/modeling so dont comment on how ugly it looks, because i know that already

Bad->

How it should be all the time ->

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