
Subject: Apply a normal or bump-map in RenX
Posted by [Veyrdite](#) on Sat, 23 Feb 2008 03:07:06 GMT
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How is this performed? I want to make a stone block with lots of cracks and deformations on it without having to do it with polygons.

I know you can do a lot more with a normal map, as you can specify X, Y and X coords compared to just depth in a bump-map, but do normal-maps lower the FPS more (than bump-maps) in Renegade?
