
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Mon, 07 Jul 2014 02:50:43 GMT

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I'd also like to report some texture anomalies that I saw on creekdale and Nebraska, however other players claim they don't see these issues, which makes me think the downloader maybe to blame (maybe I got old textures or something).

http://youtu.be/69T_FdnA2y4

Here you can see the trees phasing in (start), the cave walls doing some weird blend shit (middle, and you have to look real hard), and same type of deal on the corn (end). If I had to guess it might be something as simple as someone used the wrong setting for generating mip maps, but I've never seen it before in all my years working on Ren so I might as well report it just incase its something else.
