Posted by mrpirate on Sun, 04 Jan 2004 01:11:25 GMT
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In my experience, there is a glitch in WWConfig that causes 'Lighting Mode' and 'Texture Filter' to be reset to 'Vertex' and 'Bilinear' if you change anything else withint WWConfig and then close it without "seeing" them set as something else; that is, clicking on 'Expert Mode' so that the two settings become visible.