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Subject: bump/offset maps

Posted by [PaRaDoX](#) on Sun, 15 Jan 2006 01:05:01 GMT

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i was wondering how to add a bump/offset maps to my buildings, if possible?

I know how to add bump maps but thats it

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Subject: Re: bump/offset maps

Posted by [Jaspah](#) on Sun, 15 Jan 2006 22:19:12 GMT

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Renegade supports bump maps? Where the hell have I been?

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Subject: Re: bump/offset maps

Posted by [PaRaDoX](#) on Mon, 16 Jan 2006 01:09:03 GMT

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someone here has to know....

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Subject: Re: bump/offset maps

Posted by [Napalmic](#) on Mon, 16 Jan 2006 06:59:27 GMT

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It's pretty simple. Follow this tutorial for the glass on your building:  
<http://renhelp.laeubi-soft.de/?tut=44> I know, I know, it's for water, but same setup. On Pass 2 where it says bump\_water.tga and water\_reflect.tga, replace bump\_water.tga with the same window texture you're using (or a bumpmap of the window texture made in PS which I can't explain here) and water\_reflect.tga with something like ref\_reflect2.tga, then it should work out for you. Sometimes you got to experiment with things.

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Subject: Re: bump/offset maps

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 13:09:37 GMT

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that faq is on level edit crashing not bump maps.

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Subject: Re: bump/offset maps

Posted by [Napalmic](#) on Mon, 16 Jan 2006 18:01:42 GMT

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Woops sorry, fixed now.

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Subject: Re: bump/offset maps  
Posted by [PaRaDoX](#) on Mon, 16 Jan 2006 20:15:26 GMT  
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ok i can bump map but i want offset maps they are very colorful textures and when you look at it from a direction it looks like it is 3d with a dynamic lighting

here is a shot from quake2

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Subject: Re: bump/offset maps  
Posted by [Mad Ivan](#) on Mon, 16 Jan 2006 20:59:01 GMT  
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dunno if it is possible...

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Subject: Re: bump/offset maps  
Posted by [JRPereira](#) on Tue, 17 Jan 2006 01:54:04 GMT  
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pretty nifty shots from quake, but I don't think renegade can do that stuff.

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Subject: Re: bump/offset maps  
Posted by [icedog90](#) on Tue, 17 Jan 2006 06:30:36 GMT  
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Blazea has accomplished bump mapping in Renegade before. Try asking him.

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Subject: Re: bump/offset maps  
Posted by [Mad Ivan](#) on Tue, 17 Jan 2006 18:18:07 GMT  
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she was refering to offset maps, not bump maps

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Subject: Re: bump/offset maps

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Posted by [Dan](#) on Tue, 17 Jan 2006 19:01:11 GMT

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Whats the point? Renegade doesn't have dynamic lighting...

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