Subject: Is this a mipmap problem or with ren or Both
Posted by Gen_Blacky on Thu, 06 Sep 2007 01:20:38 GMT
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Why does it make that ucky layer

is it the format dxt1, mipmaps, ren or what

Subject: Re: Is this a mipmap problem or with ren or Both
Posted by Gen_Blacky on Thu, 06 Sep 2007 01:25:54 GMT
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could This be a vid Card problem

Subject: Re: Is this a mipmap problem or with ren or Both
Posted by AoBfrost on Thu, 06 Sep 2007 01:50:58 GMT
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Turn world/level detail to max and use scripts.dll 3.4 since it smoothes out stuff and makes it look realisticly seperated, not like a line seperates dirt from tib, it makes it look like the tiberium slowly recedes from the dirt

BTW did you notice scrin call tiberium ichor? ichor fields is what they call it in cnc3, ichor fields ftw

Subject: Re: Is this a mipmap problem or with ren or Both
Posted by Jerad2142 on Thu, 06 Sep 2007 03:40:10 GMT
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I see someone is using Bilinear, use Trilinear.

Subject: Re: Is this a mipmap problem or with ren or Both
Posted by AoBfrost on Thu, 06 Sep 2007 03:46:15 GMT
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I reinstalled ren a few weeks ago, and noticed the same thing, thanks Jerad for the help, this might do the trick for me as I noticed the shadows on canyon behind the nod ref are seperated from the ground, like the shadow doesnt fade, just a big dark spot that looks odd.

Subject: Re: Is this a mipmap problem or with ren or Both
Posted by Gen_Blacky on Thu, 06 Sep 2007 21:35:13 GMT
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o_0 yay i forgot about that ty