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Subject: Brighter original ren bullets

Posted by [MUDKIPS](#) on Tue, 22 Mar 2011 02:25:53 GMT

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I'm playing ren on a new rig now (with an ATI card), and for some reason, the bullets (from apc, auto rifles, etc.) are very faint, they're not nearly as bright or visible as on my old computer (that had a nvidia card). I've tried changing every setting, colour settings, gamma, anti-alias, bloom, shaders, resolution, everything... they are still too dark for me to see at all.

Does anyone have brighter skins for them, or could make them brighter in a jiffy?

(I'm not looking for tracers, just brighter versions of the original, so i can actually see them like i used to do, I don't like using tracers as they are an advantage)

edit: god fucking dammit, this needs to go to mod forum

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Subject: Re: Brighter original ren bullets

Posted by [Jerad2142](#) on Fri, 01 Apr 2011 05:52:08 GMT

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Check your texture filter in the graphics settings, I think having it set to bilinear made things darker for me, or maybe I've got that backwards (not a lot but a little because of how it... well... filters).

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