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Subject: Minor problem...

Posted by [Kanezor](#) on Wed, 06 Apr 2005 01:14:59 GMT

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I remember similar problems with Unreal Tournament back when I had my ATI Rage Fury Pro. When I'd play on Facing Worlds, I could see through the pillars for the middles of the towers. It was really crazy. The problem would disappear, though, if I were to use better rendering (eg, 32 bit screen instead of 16 bit screen).

I believe it actually was a problem with the card's rendering device, and not the file format.

I would venture a guess that you could probably verify whether it's the W3D file format or not by doing similar things that I did..., mess with Renegade's graphical settings.

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