Subject: Zooming and Texture Detail
Posted by **gibberish** on Thu, 20 May 2004 22:20:26 GMT
View Forum Message <> Reply to Message

I doubt this is possible but:

Is it possible to fix it so that when you zoom in the texture map increases in detail.

I don't know if you have noticed, but when you look at the ground just in front of you there is a lot more detail than say at 20 meters away, if you look carefully you can see the cut off line for the texture resolution.

However when you zoom in it doesn't change the texture map it just streaches it, so you end up with bigger texture pixels.

Subject: Zooming and Texture Detail
Posted by **Sanada78** on Thu, 20 May 2004 22:26:38 GMT
View Forum Message <> Reply to Message

You on about texture LOD?

You have this setting in the Renegade Material Editor to either have it enabled or not. By default, texture LOD is enabled. Just another thing to help performance.

I believe that is it anyway.

Subject: Zooming and Texture Detail
Posted by **Aircraftkiller** on Thu, 20 May 2004 23:50:38 GMT
View Forum Message <> Reply to Message

It's called MIP mapping. Asking for textures to be perfectly crisp all the time, everywhere you are, is insane. No game is capable of this yet, especially not Renegade.

A lot of the blurred texture issue comes from the UV point tiling, it's set at 10-15 meters on Field, making that blurry pebble look larger than your head.

Subject: Zooming and Texture Detail
Posted by **gibberish** on Fri, 21 May 2004 08:55:28 GMT
View Forum Message <> Reply to Message

Did I ask for it to be perfect?

I just ask for the zoom function to be implemented correctly.

When you zoom in using the sniper riffle the MIP level should be scaled so that you get the correct texture to match your current zoom factor.

I am not an expert at mathematics, but I think its correct that every time the angle of the FOV is halved the MIP level should be decreased by 1.

NOTE: The thing that annoys me even more about the zoom feature is that the far Z clipping plane is not altered when you zoom.
But somebody already posted that this could not be fixed other than changing it globally via a patch to the game executable.

Subject: Zooming and Texture Detail
Posted by Aircraftkiller on Fri, 21 May 2004 15:19:03 GMT
View Forum Message <> Reply to Message

It can't be scaled because the MIP map level isn't infinite.

Subject: Zooming and Texture Detail
Posted by mrpirate on Fri, 21 May 2004 19:14:00 GMT
View Forum Message <> Reply to Message

Textures getting "blurry" further away from you can be fixed with anisotropic filtering.