Subject: Bumpmapped textures
Posted by Everyone on Thu, 05 Aug 2004 23:22:11 GMT
View Forum Message <> Reply to Message

I don't know if it's my renegade or my vid card but I can't see the bumpmapped water like the one in the screenshots of shallowgrave and some missions in renegade. My vid card is geforce2 mx440 32mb.

Subject: Bumpmapped textures
Posted by bigejoe14 on Thu, 05 Aug 2004 23:38:09 GMT
View Forum Message <> Reply to Message

That's because GeForce 2 cards don't support bump-mapping.

Subject: Bumpmapped textures
Posted by icedog90 on Fri, 06 Aug 2004 15:31:51 GMT
View Forum Message <> Reply to Message

I thought they did? Or am I thinking of Geforce 3?

No matter, my card supports bump-mapping all the way.

Subject: Bumpmapped textures
Posted by Jzinsky on Fri, 20 Aug 2004 09:25:37 GMT
View Forum Message <> Reply to Message

What's bump mapping? Has that got something to do with wave effects?

Would my raedon 9200 support it?

Subject: Bumpmapped textures
Posted by RadioactiveKangaroo on Thu, 02 Sep 2004 01:27:12 GMT
View Forum Message <> Reply to Message

Im running a GeForce 2 mx400 64 MB, It works fine for me, i dont miss any textures.

Subject: Bumpmapped textures
Posted by Fabian on Thu, 02 Sep 2004 11:53:49 GMT
View Forum Message <> Reply to Message

JzinskyWhat's bump mapping? Has that got something to do with wave effects?

Would my raedon 9200 support it?

http://www.planetcnc.com/features/reviews/renalert993b/sub.jpg

If your water doesn't look shiney and moving, you don't have bump mapping.

Subject: Bumpmapped textures
Posted by WNxCABAL on Thu, 02 Sep 2004 12:07:01 GMT
View Forum Message <> Reply to Message

WTF, old piccy!
Haven't been on that barbi game since I was threatend by ACF with a ban if I didn't give him some pictures! lol

---