Subject: Alpha Channeled Textures
Posted by Slash0x on Wed, 06 Oct 2004 18:08:01 GMT

SeaManRenegade does not support 32 bit textures.

Took me number of times to figure out that my AwpMap had this glitch. Actually, it can run 32 bit textures, but not ALL computers can run the 32 bit textures in Renegade for some reason. Like my brother and me can run it just fine. When I let a few people beta test it, half of them had the glitchiness. Go fig.