Subject: Re: Making buildings appear destroyed from the outside
Posted by Fabian on Tue, 06 Jan 2009 22:05:48 GMT
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The guy working on it has not finished it. It may work with Renegade with some tinkering but it would not be efficient, as it uses alpha masks to specify where to put what texture. Renegade is not designed to render what this will make efficiently. It has enough problems rendering simple vertex blended textures at a decent rate.

Di3HardNL you should be sorry! Stop derailing!