
Subject: Re: reflective water...

Posted by [Renardin6](#) on Thu, 10 Nov 2005 11:14:58 GMT

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Icedog is right but you can use some other way.

Download conquest_winter and see the cave.

(that adds a lot of polys but the effect is nice.)

Bad point: not a reflect, just an inverted map and transparent ground. You won't see vehicles or characters on the 'reflect'.
