Subject: Re: reflective water...
Posted by Aprime on Fri, 18 Nov 2005 04:24:45 GMT

icedog90 wrote on Thu, 10 November 2005 00:24Nope.

Uh, prove it?

I mean, if it could be done in BFMEII, why couldn't it be done with Renegade since BFMEII uses an upgraded version of the SAGE (based off W3D) engine.