Subject: Re: reflective water...
Posted by icedog90 on Fri, 18 Nov 2005 05:34:56 GMT

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Wow, talk about ignorance. Your very own key words prove it for me.

ComradeUh, 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.

You don't know what the hell you're talking about.