Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by Chronojam on Thu, 16 Nov 2006 12:55:35 GMT
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Shaders are the fancy graphical processing things that games such as Half Life 2 use to make the floors and walls and lighting look so cool, and essentially it means you can bet your ass that over at APB we're working on normal mapping, offset mapping, and all that great stuff. This is/was one of the "secret projects" we kept mentioning.