Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by Jerad2142 on Fri, 17 Nov 2006 20:23:40 GMT
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Although, I am happy to see we can now separately change the fog color (not depending on the time of day), now if we could only change the sun and moon textures per level (in one mod package, with multiple levels). Oh and when I said real reflections I meant that if you were to get in front of an object you would see yourself reflecting off of it.