
Subject: Re: Mirrors

Posted by [LR01](#) on Mon, 21 Apr 2008 15:28:59 GMT

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Jerad Gray wrote on Mon, 21 April 2008 16:47Saberhawk wrote on Sun, 20 April 2008 20:54Not even close. Renegade doesn't support reflections. Sorry.

It could be done through shaders.dll if I am correct though? I mean if apb could get that cool cloaking effect.

who knows, well, I do know that the original Renegade doesn't support reflection in anyway

for 19_reflec1.dds , there is also water_reflect.dds but that doesn't reflect

who knows if shaders.dll supports reflection?

but I think however that if it is possible, it would have been done
