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Subject: Renegade Alert Iron Curtain

Posted by [Aircraftkiller](#) on Wed, 25 Feb 2004 05:15:48 GMT

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I'm going to change the texture of the beams to a lighter one, the current one is temporary.

Their thickness won't change. Cross-referenced with the video, and the game, it's exactly the same... Or very close.

The sphere has a scrolling texture that's emissive, so it doesn't look dark, even when it's dark outside.

Edit: Changed all that, fixed some small issues with the sphere, added reflectivity mapping to it along with changing the beam texture.