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Subject: Will terrain reflection effects cause vis problems?  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:40:00 GMT  
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I stole this idea from the old Mechwarrior 2. It's a mirrored clone along the Y axis of my terrain underneath a translucent sheet of ice to give it a nice reflection effect. My question is, will doing this cause problems with vis sectors? Thanks.<http://mods.cncrenegade.com/somerhino/reflecttest.JPG> [ October 24, 2002, 13:41: Message edited by: SomeRhino ]

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