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Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [JRPereira](#) on Wed, 14 May 2003 23:49:35 GMT  
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The only mirroring I could do would be a faked mirror effect by copying a chunk of the terrain and inverting it (I think conquest winter has an example of it -- some snow map I'm not sure I've got the right name). It would pose some performance issues though, as I'm already at the edge of the amount of polys I want in some of the areas on the map. The map w3d is something like 8000 polys so far (around 80-100k polys on the entire map as reported from the level editor). I can get it to run about as well as haunted house 1 with vis optimization, but adding to the possible problem with mirrors just isn't worth the small visual addition.

As far as an entire room with mirrors (ie like in one of those pay-to-get-in haunted houses) goes, I've already stated that the map isn't a funhouse style haunted house.

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