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Subject: Gap revisited

Posted by [Chronojam](#) on Tue, 11 Jul 2006 07:28:56 GMT

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Preliminary exploration of changes that could be implemented for future versions. More.

I know some awesome people like Oblivion were able to do this months ago and are entirely unimpressed, but considering the fact that the engine simply did not do this until, oh, last night-- I figured it was a little newsworthy. Some parts of the units will pick up the blue tones more than others, which I think is rather nice. Gives it a proper "this thing is a little fucked up right now" look.

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