Subject: Re: c_shadowmesh Posted by Dan on Sat, 12 Aug 2006 18:03:11 GMT View Forum Message <> Reply to Message

It's probably used to make casting shadows more efficient. I would imagine if it was missing when you took it out it reverted to using the actual mesh to cast the shadow instead. Which is probably slower. That's just a guess though.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums