
Subject: Re: Reflective Materials

Posted by [Oblivion165](#) on Sat, 07 Jul 2007 23:19:31 GMT

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I swear we need a new engine, even Duke Nukem 3d for DOS had reflections. Later on the slightly upgraded version of the build engine for Lo Wang had all kinds of things that are superior to the w3d engine....we are talking about a engine made for dos and ran on 8mb of memory.

Now with the Duke 3d High Res (Everything is actually 3d modeled now), it's even more comparable.
