Subject: Re: Permeable surfaces?
Posted by Jerad2142 on Sun, 18 Nov 2007 23:02:59 GMT

Dthdealer wrote on Fri, 16 November 2007 20:11How would someone need to use it? As in why? Does it load faster, or have a different property, such as not displaying the hud around an object while targeting through the mesh?
If you go into surfaceeffects.ini and screw with the settings you can make your own terrain/skin types/effects.