
Subject: Re: graphic updates

Posted by [saberhawk](#) on Tue, 08 Nov 2011 07:29:53 GMT

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Goztow wrote on Mon, 07 November 2011 00:55

I disagree.

I'll match your disagreement and raise the ante with a compiled shader package to be used with scripts 4.0 builds dated 20111106 and newer.

kamuixmod wrote on Mon, 07 November 2011 10:36i mean justg imagine you could at first use it very good for the APB Gap Generator. Instead of this blue rotating shit, having this Reflective thing maybe without the water effect. so the enemy cant look through but sees himself on a mirror

Unlikely. Having plane reflections (ie a lake) reflecting everything is one thing, but having an arbitrary shape (like the gap bubble) reflecting everything is another. If it can't be done in UDK, it certainly can't be done in Renegade.

File Attachments

1) [particle_shader.zip](#), downloaded 357 times
