
Subject: C&C Commando: Tiberium Harvester
Posted by [Mad Ivan](#) on Fri, 28 May 2004 08:22:42 GMT
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to make a good specular color, you need to MeshSmooth to arround 2 Literations...or you might want to tessellate a little...but i dont know what will it look like...oh and dont forget to enable "NPatch" in W3D - will look better on ATI Radeon 9800 and newer Cards
