
Subject: texture tutorial on how to mirror and reflect
Posted by [Doitle](#) on Thu, 10 Apr 2003 11:53:39 GMT

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In order to reflect you have to fall back onto a Counter Strike mapper's secret weapon. You make the floor like 50% transparent, and copy your entire room. Then flip it upside down and just below the floor. It will look like the whole room is mirrored in the floor even though you are really seeing another room.
