
Subject: Re: CnC Reborn Update: Nod Buggy
Posted by [Slash0x](#) on Mon, 15 Aug 2005 04:53:22 GMT
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I like it except for one thing, the window could use something. Perhaps detach it and add a second pass to that texture and apply a reflective effect to it (use the Environment or Classic Env), those should work nicely (if memory serves correctly).

Edit: I think the texture name is something like x_reflect or something like that, I don't remember...
