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Subject: Re: What have we here? [56k no]

Posted by [Chronojam](#) on Mon, 19 Mar 2007 01:17:46 GMT

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The point's basically to have some fun and stir up some drama so more people end up reading the topic, and it's working. More posts = more visibility = more advertising time.

Slave wrote on Sun, 18 March 2007 09:12im too tired and intellectually retarded to read your post, what's the important stuff in it?

Click the pictures.

Basically we're redoing a lot of the models and textures, and now have shader support like HL2 does with offset mapping / normals / specularity / heat distortion and all that.

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