

---

Subject: Re: Reflective Materials

Posted by [Burn](#) on Thu, 05 Jul 2007 17:25:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oh OK I see the files now...

Before I just clicked on "Open" and it didn't show anything for some reason. I got them now, thanks man! I appreciate it.

EDIT: Is there any way I can see how that material was made? I uploaded the .w3d into RenX but it only shows two boxes which i assume are bones? And when I preview the .w3d in the Commando Level Editor it doesn't display the materials, just that white Westwood invalid texture map. I'd like to see the settings for that texture if that's ok, and if you have the time.

---