Heh heh we need to move to a new engine. One that's compatible with 3DS Max materials. If only our maps and weapons and stuff looked as good in the game as they did in 3DS Max.

I must have just been tricked I think. I saw an image of Renegade: A New Hope a while back and I remember the floor reflected everything, even the character. I was hoping that was a snapshot from Level Edit but I guess it was just a 3DS Max render- those bastids. Haha I feel stupid.