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Subject: Re: Jonwil/scripts

Posted by [Ryu](#) on Tue, 12 Feb 2008 03:43:56 GMT

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JohnDoe wrote on Tue, 12 February 2008 00:28Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

It would take more than scripts.dll and shaders to actually get Renegade to use anisotropic filtering.

I could be wrong, but it would still require a lot of time and work.

Shiny stealth effects can be done though.

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