

---

Subject: Re: Mirrors

Posted by [Jerad2142](#) on Mon, 21 Apr 2008 14:47:42 GMT

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

---

Saberhawk wrote on Sun, 20 April 2008 20:54 Not even close. Renegade doesn't support reflections. Sorry.

It could be done through shaders.dll if I am correct though? I mean if apb could get that cool cloaking effect.

---