

---

Subject: Re: Mirrors

Posted by [Jerad2142](#) on Mon, 21 Apr 2008 22:51:33 GMT

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

---

SSnipe wrote on Mon, 21 April 2008 15:40Jerad Gray wrote on Mon, 21 April 2008

07:47Saberhawk wrote on Sun, 20 April 2008 20:54Not 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.

i wish iu could get that bad ass cloak effect on ren

If I was doing so much scripting, working on Renhalo and Rp2 I would probably look into saberhawk's coding and try to figure out how it works, but at the moment I don't see that happening any time soon, but everyone else is welcome to, he said it would be possible threw a plugin.

---