Subject: Re: Look!
Posted by saberhawk on Thu, 22 May 2008 20:59:33 GMT

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Having support for per pixel specular lighting does not mean that reflective surfaces are supported. They aren't. This looks like the stock 3.4 era shader applied with a few new normal maps (evidenced by the single light source). Although, it is rather nice to have somebody finally reading the manual and doing nice things using shaders.dll