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Subject: Re: Renegade X - July Update!

Posted by [DutchNeon](#) on Thu, 30 Jul 2009 13:06:14 GMT

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Woah. The water flows fast on Field! Under seems to be missing shadows (of buildings) too.

Looks good (as usual), although I still wish the engine would support AA and AF. I'm aware that pretty much everyone can force AA and AF through their GPU driver though.

Edit: Is the "going stealth" acting normal? It kinda seems the stank litterly goes invisible, and then it gets it's stealth "skin" afterwards.

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