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Subject: Re: renx texture efects

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 18:48:43 GMT

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If it isn't done in RenX, it isn't done at all. Just add a reflective texture via a detail map (stage 1) and set it to WS Environment or Environment, with the detail color set to add or invscale if add is too bright.

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