Doomsday Engine - Feature #1310

Specular maps

2003-11-07 20:28 - jaquboss

Status:	Closed	**Start date:**	2003-11-07
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

For more realistic water models walls etc.

Labels: Graphics

History

#1 - 2008-09-24 11:26 - danij

Closing as duplicate.

#2 - 2009-10-04 21:54 - chrisdragon

Logged In: YES
user_id=763563

What does Specular do? Is it DX 8.1 compatible?