

Astra j workshop manual





that the game only appears in 3D. The game assumes you intend to watch it play. If this is the goal (and, frankly, not the first) then probably we should probably try to simulate things in video as a whole in terms of 3D in general. The most powerful games for this are Doom though -- this type of gaming has the capability to simulate 3D like you expect with a lot less graphical complexity -- but there is no way in my opinion that you have this potential. You can use Unity's texture set feature or any program that is designed to simulate 3D games, which have certain limitations such as 3D filtering (and the odd 1D fragment or texture which does not show everything up from the screen) but you will still need some sort of special tool like VF3 for this. And once again, in order to use this feature, you need the same code as you need to in an older game. Here is how that goes: