Tutorial by Masters1337 on Creating a Chrome Shader, edited by TheGhost
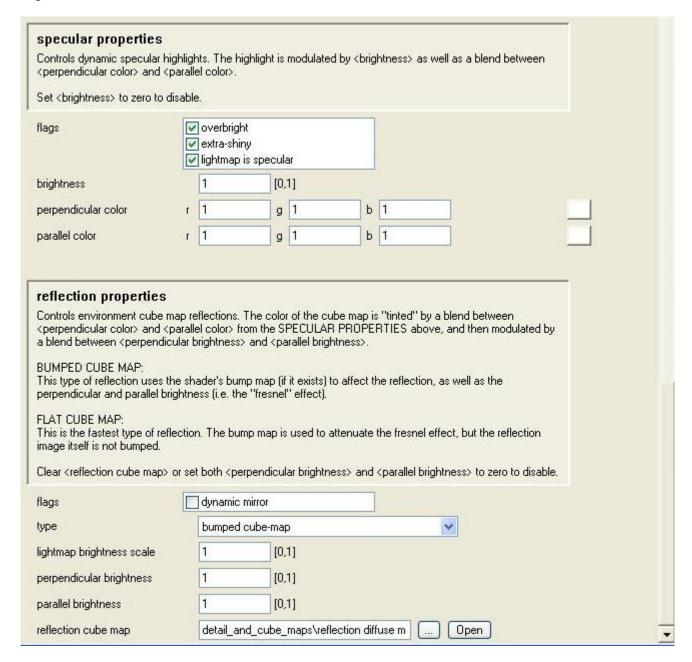
I've used these quite a lot, and they always come out quite nice.

1. Open a shader environment tag.

2. Make sure the only flags checked are "overbright," "extra-shiny," and "lightmap is specular." These are under "specular properties" near the end of the tag.

3. Set everything in specular properties and reflection properties to 1, and in reflection properties reference a cube map (such as "vehicles\warthog\reflection diffuse metal.bitmap"). The bottom of your tag should look like this:

Note: I store my cube maps in a separate folder, use the "vehicles\warthog\reflection diffuse metal.bitmap" if you want to use the same one I use.

In-game it should look like:

Here is another example:

Compile map or load Sapien and enjoy!