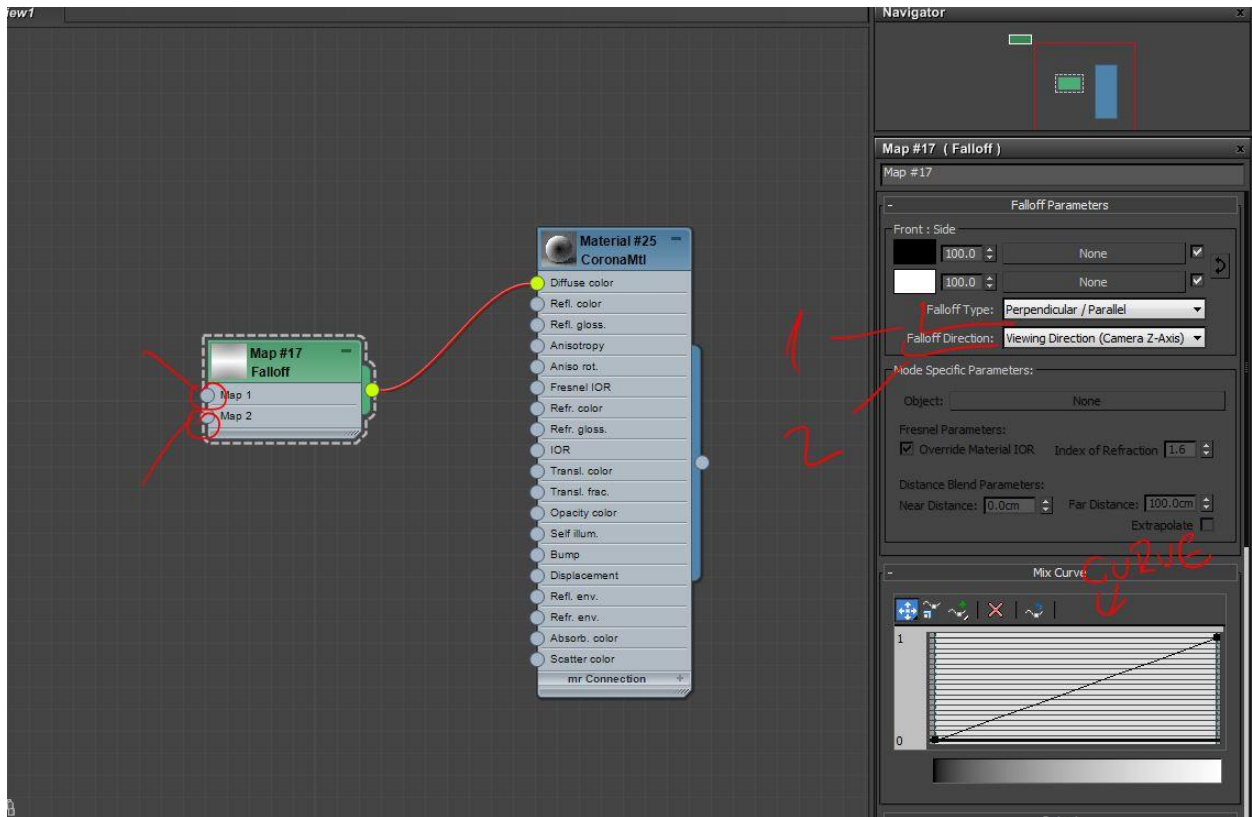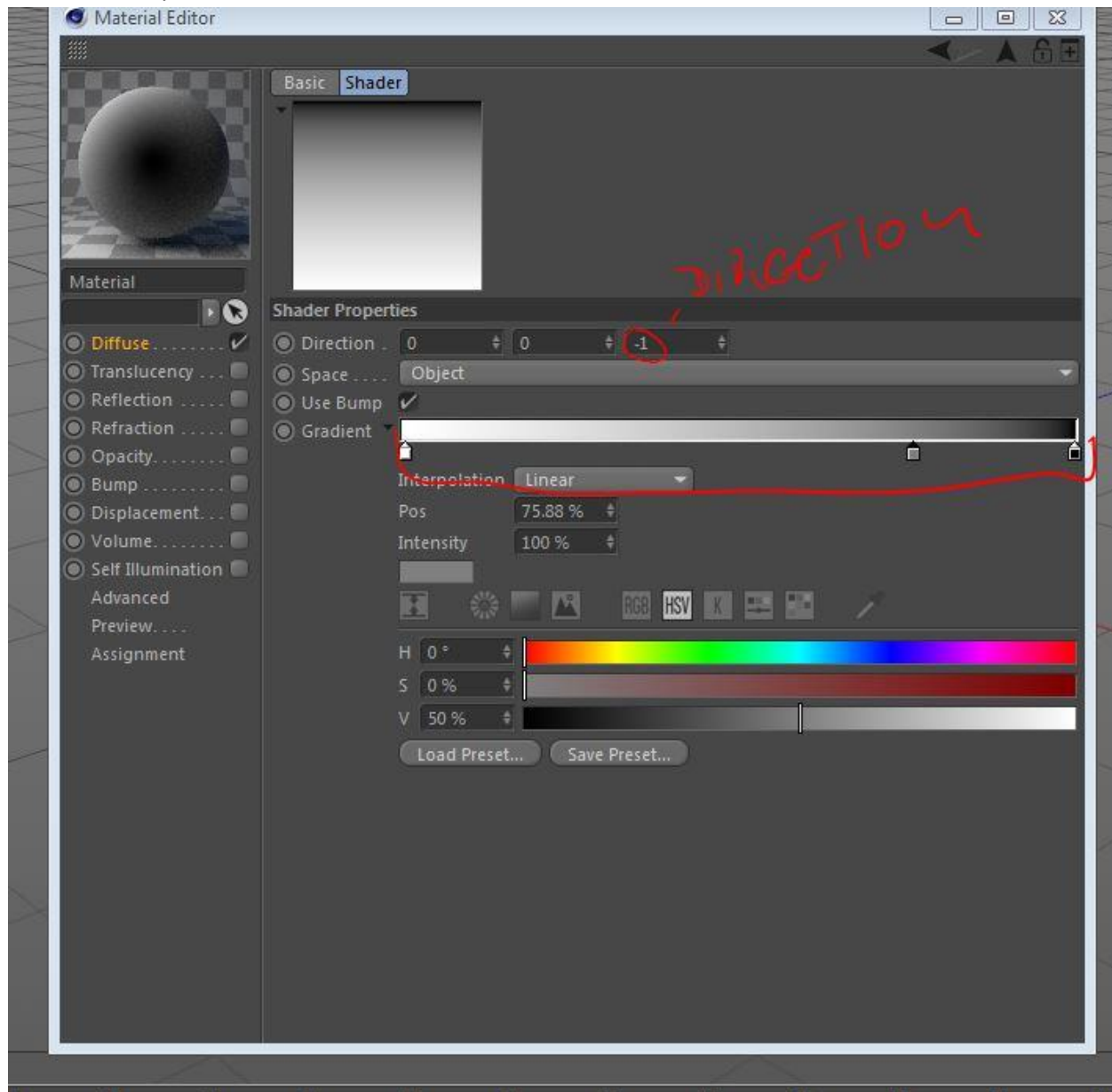1st feature: Falloff

As you can see in example bellow, controling falloff in 3ds max at the moment have much more options than in Cinema 4D and that is problem from back days:
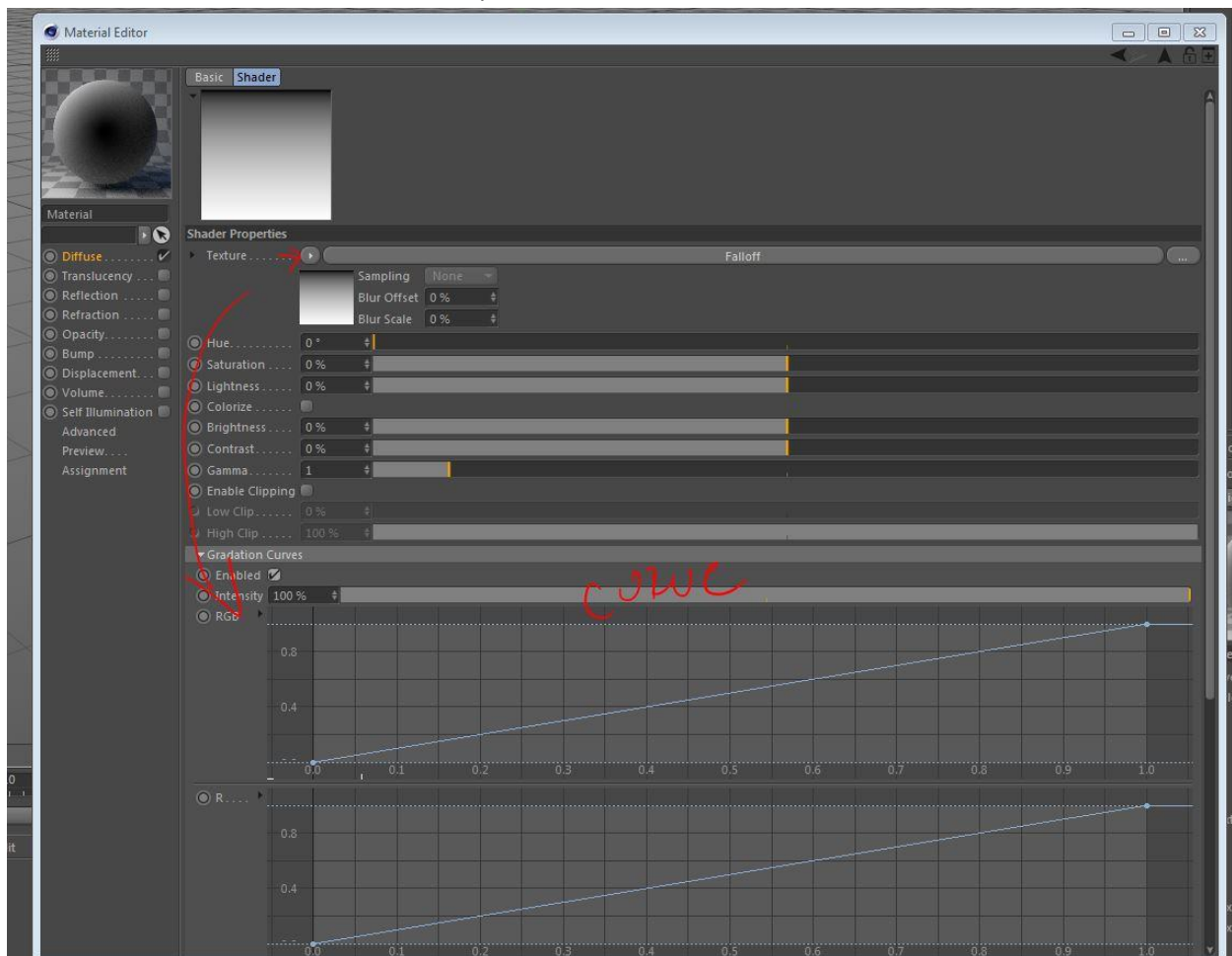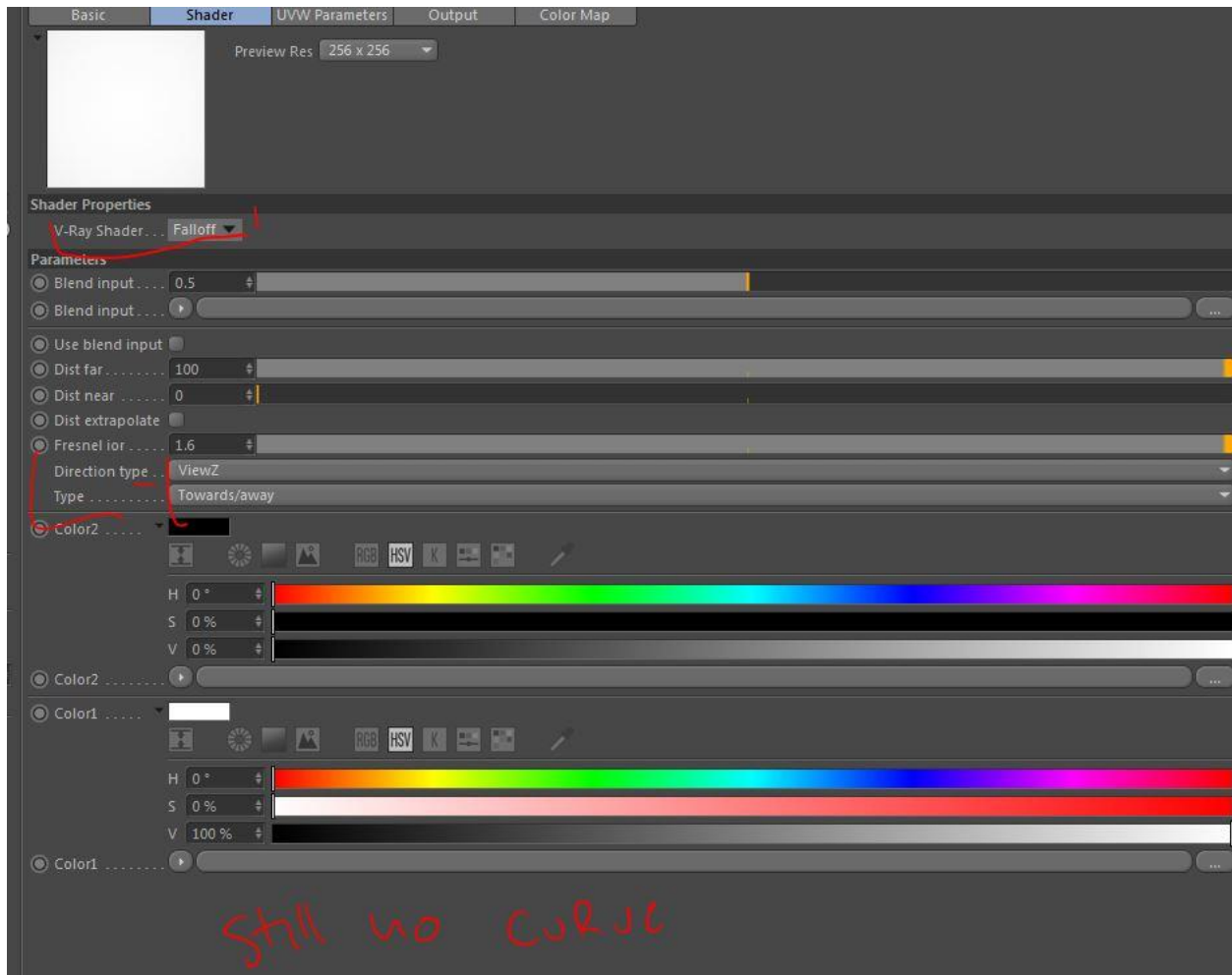
3ds max way

Cinema 4D way

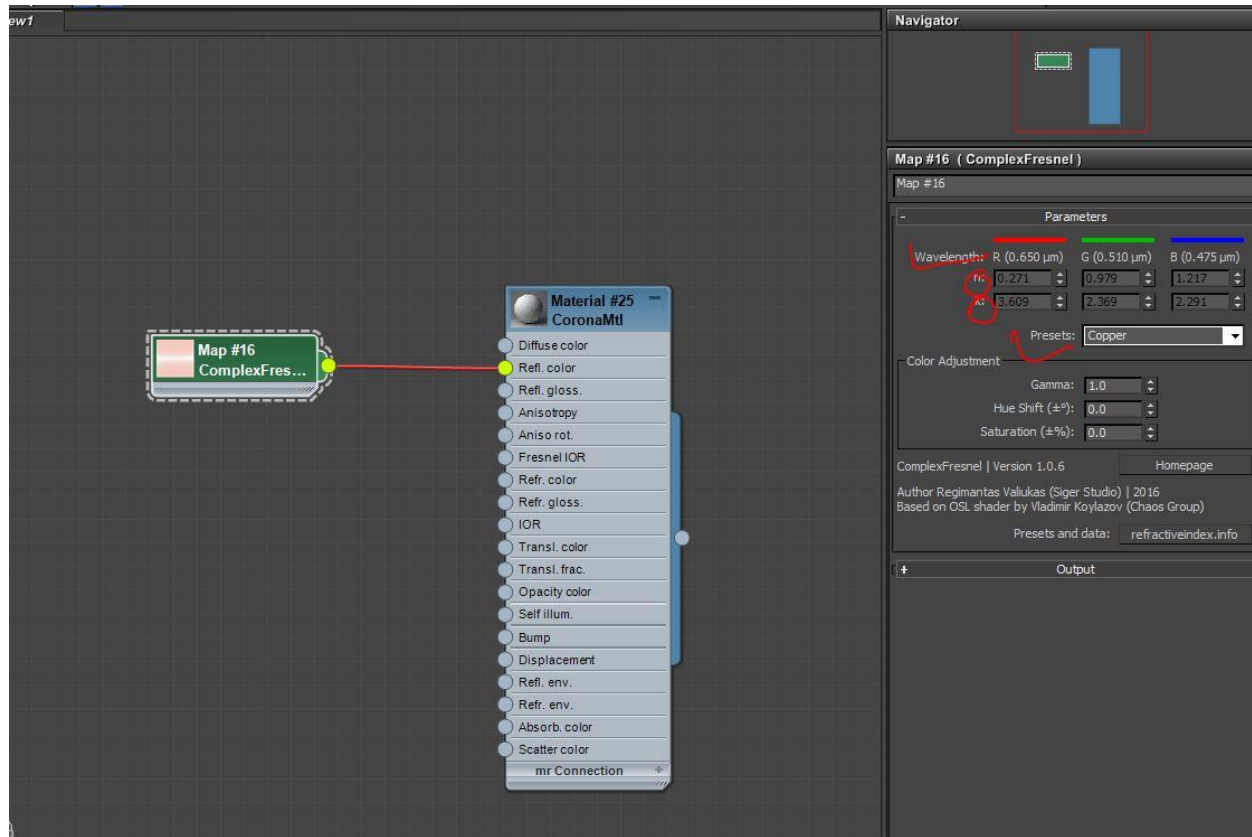And if we want to use curve we need to put it inside filter

Vray for Cinema 4D solution is better, but still not complete, they have added some functions but I think
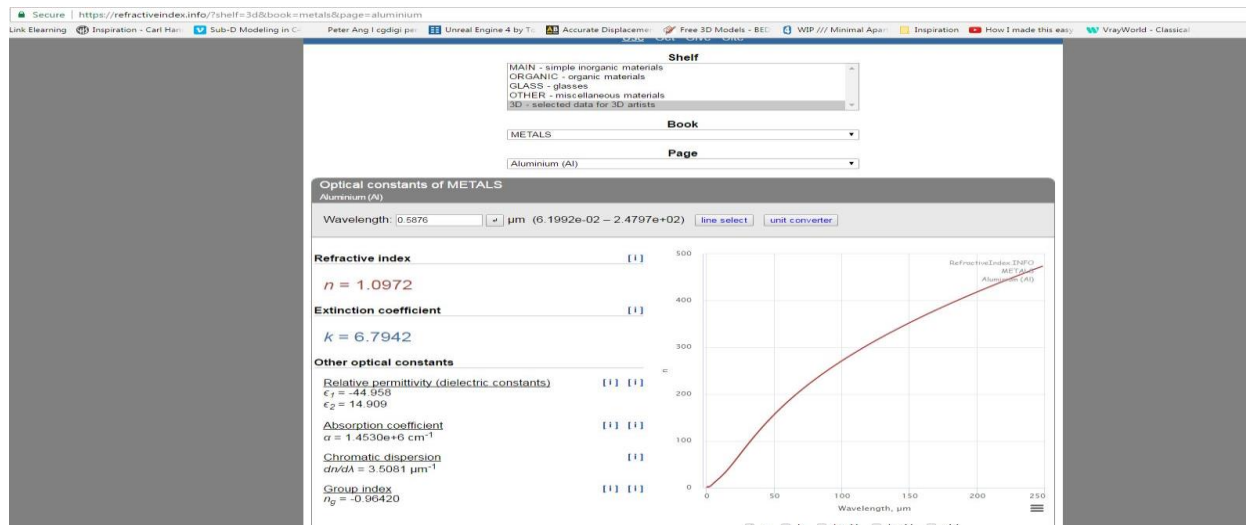you guys could implement all these much better :
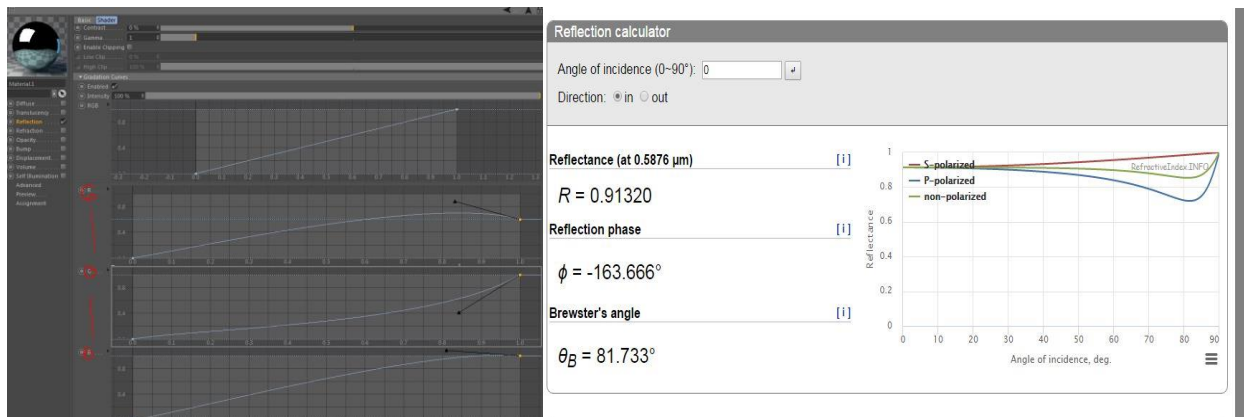
2nd feature: Complex Fresnel

As we know metals have complex fresnels which are calcutated already and we just need to input those numbers, in 3ds max we already have those features:

We can simply go to refractiveindex.info and find desired numbers :

At the moment in Cinema it is pain in the ass

I hope I made it clear, so You guys can implement those so we don't have to do complicated workarounds for everyday s stuff.

Thanks

Rajko