Subject: Scripts.dll 3.0 "big secret feature" announcement
Posted by Goztow on Thu, 16 Nov 2006 12:40:32 GMT
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Jonwil announced us today his complete changelog for scripts 3.0 and a new feature he's been working at!

Quote Jonwil:

The "big secret feature" I have talked about for a while is shaders.dll. What this basicly means is that there are now
hooks into the rendering engine to allow you to override the drawing of objects in the scene and draw them your own way (more speficially by applying Direct3D9 shaders to those objects).
You need C++ skills and knowledge of Direct3D to write custom shaders.
3.0 will include a Glow shader, a Glass/Environment Map shader plus an Offset Normal Mapping shader as examples.
Some pictures of what these shaders we include can do:
http://users.tpg.com.au/jfwfreo/glass2.png
http://users.tpg.com.au/jfwfreo/offset2.png

Does this mean server side skins? More info:
http://www.renegadeforums.com/index.php?t=msg&goto=230696&rid=4882#msg_2 30696