Subject: Re: C&C 3 Renegade Mod
Posted by Jerad2142 on Fri, 09 Mar 2007 04:50:16 GMT

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Titan1x77 wrote on Thu, 08 March 2007 21:14Not going to waste my time with ya after this, Im sure you need to rip off more models from other mods and continue to troll the forums and get into things you have no idea what your talking about.

#1. The ranger was a temp and is no longer in, that was the only thing I have ever used form another Renegade mod, and ever will.
#2. That was completely off subject, so I think you are the one who probably has no clue what he is getting into.

Titan1x77 wrote on Thu, 08 March 2007 21:14
The dazzle is the lens flare your reffering to...Don't try and put words in my mouth.

The bloom effect causes the screen to be full of light(it washes away the screen with light), Im telling you to remove the damn scripts and see for yourself...it doers exactly what that bloom effect does in 3.0 but less powerful.

1st this is bloom:

see how the turret glows, which it will not in any scripts version that is previous to 3.0. Also it does not seem to be filling my screen full of light.

2nd this is Renegade's definition of a lensflare:

see how it is composed of multiple textures (which move with the camera).

3rd this is the ini definition of the sun's dazzle:

See how it is a texture, maybe you didn't know this but bloom is not a texture.

Titan1x77 wrote on Thu, 08 March 2007 21:14
We want to switch to get away from all of the bugs and horrible netcode, that you, nor anyone else is capable of fixing without the source code...by all means if you can get rid of the flickering snipers, blue hell, random game crashes, lagging vehicles with repair beams shooting out of them, wall lagging, and every other bug that hampers the game, Knock yourself out.

If I am trolling what are you doing when you are trying to get a whole community to switch to another game by calling their current game out dated dated, and not fixable.

File Attachments
1) dazzel.png, downloaded 733 times

```
dazzle - Notepad
File  Edit  Format  View  Help
SizeOptimizationLimit=0.05
HistoryWeight=0.975
UseCameraTranslation=1
HaloTextureName=SunHalo.tga
DazzleTextureName=SunDazzle.tga
DazzleColor=1,1,1
HaloColor=1,1,1
DazzleTestColor=1,1,1

[SUN]
HaloIntensity=0.0
HaloIntensityPow=0.0
HaloSizePow=0.0
HaloArea=0.0
HaloScaleX=0.0
HaloScaleY=0.0
DazzleArea=0.07
DazzleDirectionArea=0.0
DazzleDirection=0,1,1
DazzleSizePow=0.5
DazzleIntensityPow=2.0
DazzleIntensity=1.0
DazzleScaleX=2.0
DazzleScaleY=2.0
SizeOptimizationLimit=0.05
HistoryWeight=0.996
UseCameraTranslation=0
DazzleTextureName=SunDazzle.tga
LensflareName=SUN_LENSFLARE


[REN_L5_STREETLIGHT]
HaloSizePow=1.0
HaloIntensityPow=1.0
HaloArea=0.5
HaloScaleX=0.15
HaloScaleY=0.15
DazzleArea=0.5
DazzleDirectionArea=1
DazzleDirection=0,0,1
DazzleSizePow=1.0
DazzleIntensityPow=1.0
DazzleIntensity=1.0
DazzleScaleX=0.1
DazzleScaleY=0.1
FadeoutStart=40.0
FadeoutEnd=150.0
SizeOptimizationLimit=0.05
HistoryWeight=0.99
UseCameraTranslation=1
HaloTextureName=L05_halo.tga
HaloColor=1.0,1.0,1.0
DazzleTextureName=SunDazzle.tga
```

Start | GameSpy Arcade 2.0.5... | My Documents | Command and Conquer... | LevelEdit | dazzle

2) lensflare.png, downloaded 753 times

```
dazzle - Notepad
File  Edit  Format  View  Help

DazzleColor=1.0,0.0,0.0
DazzleTestColor=0,1,0

[REN_VEHICLELIGHT_WHITE]
HaloSizePow=1.0
HaloIntensityPow=1.0
HaloArea=0.25
HaloScaleX=0.05
HaloScaleY=0.05
DazzleArea=0.5
DazzleDirectionArea=1
DazzleDirection=0,0,1
DazzleSizePow=1.0
DazzleIntensityPow=1.0
DazzleIntensity=1.0
DazzleScaleX=0.05
DazzleScaleY=0.05
FadeoutStart=40.0
FadeoutEnd=100.0
SizeOptimizationLimit=0.05
HistoryWeight=0.99
UseCameraTranslation=1
HaloTextureName=L05_halo.tga
HaloColor=1.0,1.0,1.0
DazzleTextureName=SunDazzle.tga
DazzleColor=1.0,1.0,1.0
DazzleTestColor=0,1,0


;======================================= LENSFLARE DEFINITIONS =================

[SUN_LENSFLARE]
TextureName=SunLensFlare.tga
FlareCount=6
FlareLocation1=1.3
FlareLocation2=0.4
FlareLocation3=-0.1
FlareLocation4=-0.6
FlareLocation5=-0.9
FlareLocation6=-1.2
FlareSize1=0.06
FlareSize2=0.04
FlareSize3=0.03
FlareSize4=0.15
FlareSize5=0.20
FlareSize6=0.30
FlareUV1=0.000,0.000,0.118,0.238
FlareUV2=0.134,0.048,0.204,0.190
FlareUV3=0.228,0.079,0.276,0.175
FlareUV4=0.000,0.619,0.165,1.000
FlareUV5=0.181,0.365,0.488,1.000
FlareUV6=0.496,0.000,1.000,1.000
```

Start | GameSpy Arcade 2.0.5... | My Documents | Command and Conquer... | INI | dazzle -

3) true bloom.png, downloaded 754 times

NW

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Credits: 99999