
Subject: Re: C&C 3 Renegade Mod
Posted by [Titan1x77](#) on Fri, 09 Mar 2007 08:58:33 GMT
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Anything with a shader like that takes in the lighting to make it have a specular look...yes your right we didnt have shaders before... many many other engines support this though!

I meant the sunlight bloom, which was always there and was increased with the bloom introduced in scripts 3.0... ok?

Allright , the point is, this engine wont have the players around by time you complete this project... Let me slow this down for you

If
Someone
WAS
to
make
this
.....

They would be better off on another engine, for more then a few reasons.

We all know what the w3d engine has been updated with, we understand what its capable of, but we also understand it's easier to do these things in another engine, and also get rid of all the problems the w3d engine still has...Did you know UE3 doesnt have VIS generation and what a pain in the ass that was... No more zones for Unreal engine 3

Also deco layers can be drawn withen a lower draw distance, can w3d engine draw a group of easily placed objects for only a certain distance?

Im not gonna get into what is possible in newer game engines, I'll let you figure it out the hard way and let you be stubborn.

Where do you see me trying to get this community to leave renegade and play it on a new engine?... I don't recall ever saying don't play renegade on that old engine, I infact still play on it all the time.
