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Subject: Re: Jonwil/scripts

Posted by [Jerad2142](#) on Tue, 12 Feb 2008 16:50:38 GMT

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Saberhawk wrote on Mon, 11 February 2008 22:09Ryu wrote on Mon, 11 February 2008 21:43JohnDoe wrote on Tue, 12 February 2008 00:28Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

It would take more than scripts.dll and shaders to actually get Renegade to use anisotropic filtering.

I could be wrong, but it would still require a lot of time and work.

Shiny stealth effects can be done though.

Anisotropic filtering is easy, it just was never done.

As for that shiny SBH stuff, never going to be released to the public. It was a testbed for the "ALS" shader in apbshaders.dll

I just force it on the game through the graphics card settings menu.

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