

---

Subject: Re: Renegade X Mini-update

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 04 Jun 2008 15:31:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ghostshaw wrote on Wed, 04 June 2008 06:36 Still no stealth effects :S?

We're saving that for our next media release, along with some other weapons and infantry, and maybe even another map.

Quote:

It looks pretty awesome. One thing I noticed on the Field comparison pic: too much "smoke". One should be able to see all the way across the field in my opinion. Vehicles will already create a lot of smoke when firing, no need to make it one big misty environment IMO.

There really isn't any smoke in the map. What I think you're alluding to is the darkness. We've played around with the lighting of Field for a long time, and this was the best way to do it without making the map too dark or too light.

Playing the map, it isn't very dark. You can still see vehicles and infantry moving across the map like in Renegade, the only difference is, W3D doesn't do light and shadows very well compared to UE3. Not to mention that vehicles have headlights in our mod, so you'll be able to see them quite easily even in the dark. But you will see in our next ingame video that the lighting of the map is fine.

---