Subject: Re: Predator Stealth?
Posted by saberhawk on Fri, 13 Mar 2009 12:36:27 GMT

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Reaver11 wrote on Fri, 13 March 2009 04:59Dreganius wrote on Fri, 13 March 2009 01:28Very strange, I was discussing this VERY same thing with Reaver11 two days ago on MSN...

Perhaps it can, but it would likely require a Objects.ddb file in order to work.

The predator stealth reflects its enviroment and I havent seen mirrors or any kind of reflection in renegade that made it possible.

And it is not gona need an objects file to work.

Close, it refracts.

madrackz wrote on Fri, 13 March 2009 06:23I think its possible with shaders

Well duh.

m00nLiTe wrote on Fri, 13 March 2009 08:04I think it might be possible by just simply putting a distorted kind of effect on the Stealth Effect skin. Since the skin is transparent a little distortion or blur will show that something is there in Predator style.

Which would look fail compared to distorting the scene behind it.