
Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by [saberhawk](#) on Tue, 14 Apr 2009 10:27:08 GMT

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MGamer wrote on Mon, 13 April 2009 21:04it looks good compared to the old water but actualy it looks more like chrome

I did what I could to modify C&C_Islands to support this shader enough for reflections, but for the underwater/color support to properly work the level needs a *good* underwater scene, which Islands does not.

Hitman wrote on Mon, 13 April 2009 22:01are there going to be alot of upgrades to make renegade look good? and maybe a curved surfaces option

"Curved Surfaces" requires hardware support as it generates *alot* of new polygons for certain meshes (in Renegade, that would be the player models. Around 99% of video cards don't support it in Direct3D 8, and even less in Direct3D 9 (which is what Renegade is using now). Sorry, but curved surfaces just won't happen.

SSnipe wrote on Mon, 13 April 2009 22:18Im guessing you need good video card to view this

You'd be surprised. This effect requires a SM2-capable video card, which means GeForce FX series and above on the NVIDIA side, and Radeon 9500 - X600 series and above on the ATi/AMD side. This doesn't mean it'll run blazingly fast, but it'll run.

madrackz wrote on Mon, 13 April 2009 22:58Very nice , egh from now to friday im not at home (work)

Can you get something to make Textures will come out much cooler? just like in the new Games somehow

And thanks Crimson now i know how to make Thumbnails lol

Which textures, and what do you mean by "cooler"?

Gator wrote on Tue, 14 April 2009 04:14i have one question:
Water from Islands doesn't have bump maps effect (other maps like singleplayer do) so, that mirrored effect only for islands? or its for all ingame water?

Sadly, there isn't one specific water material that's used on every map which this shader can override. Each map needs some work in order to support this shader at all (be it in reflection only mode, or "full" mode)

RTsa wrote on Tue, 14 April 2009 06:07And here comes the advantage question: ()

How exactly does the widescreen fix work? As in, does it widen the FOW for people with

widescreen monitors? Since there're a few ways of doing this and even though the difference is somewhat small, having the right aspect ratio screen gives you an advantage over others.

The solution would be to have the "area" you see to be constant (more technically the solid angle should always be the same). I've made a few quick images to show what I mean.

<http://img16.imageshack.us/gal.php?g=43issmaller.jpg>

SO in practice, people with widescreen would see a bit wider image, but people with 4:3 screens would on the other hand see an image that's taller. Hope that makes sense.

Anyhow, looks great. Keep up the good work!

The widescreen fix corrects the aspect ratio of the built in Camera code. Before, it was always initialized at 4/3, and now it's initialized to W/H. The HFOV/VFOV code itself wasn't modified and remains under control of the main battlefield camera (which is controlled by cameras.ini)
