

---

Subject: Re: graphic updates

Posted by [Jerad2142](#) on Wed, 09 Nov 2011 18:33:17 GMT

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

---

saberhawk wrote on Tue, 08 November 2011 00:29Goztow wrote on Mon, 07 November 2011 00:55

I disagree.

I'll match your disagreement and raise the ante with a compiled shader package to be used with scripts 4.0 builds dated 20111106 and newer.

kamuixmod wrote on Mon, 07 November 2011 10:36i mean justg imagine you could at first use it very good for the APB Gap Generator. Instead of this blue rotating shit, having this Reflective thing maybe without the water effect. so the enemy cant look through but sees himself on a mirror

Unlikely. Having plane reflections (ie a lake) reflecting everything is one thing, but having an arbitrary shape (like the gap bubble) reflecting everything is another. If it can't be done in UDK, it certainly can't be done in Renegade.

Ah shame to hear that your shaders has limits that can't be overcome

What about light rays like in this:

<http://www.youtube.com/watch?v=QqOeO3WJVos>

I mean if Oblivion Engine (lol) can do it with little plugins you'd think we could as well?

---