
Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sat, 14 Sep 2002 22:23:00 GMT

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http://www.n00bstories.com/image.fetch.php?id=1539670008http://www.n00bstories.com/image.fetch.php?id=1741351089http://www.n00bstories.com/image.fetch.php?id=1583942169The light source from the lamp actually illuminates the GDI gold metal on the Power Plant. I added an extra light source in the last screenshot to show what it is capable of... It's actually dynamic and will reflect any scene light. It's amazing.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sat, 14 Sep 2002 23:11:00 GMT

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GREAT

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sat, 14 Sep 2002 23:12:00 GMT

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Yew, but you can ajust the lighting, to be more or less, that's the cool of it,

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sat, 14 Sep 2002 23:20:00 GMT

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Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sun, 15 Sep 2002 10:33:00 GMT

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Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sun, 15 Sep 2002 10:39:00 GMT

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Looks good

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sun, 15 Sep 2002 12:40:00 GMT
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Yeah, thanks looks really cool, the maps looking good too.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sun, 15 Sep 2002 13:41:00 GMT
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Mama Mia!

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sun, 15 Sep 2002 14:54:00 GMT
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Bah, I give up, if I cannot get it after 60 w3d files then I never will.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Sun, 15 Sep 2002 19:31:00 GMT
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Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Mon, 16 Sep 2002 11:02:00 GMT
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Cool! I assume this is this an environment map added on as a second pass?greg

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Mon, 16 Sep 2002 11:07:00 GMT
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quote:Originally posted by Hjelstrom:Cool! I assume this is this an environment map added on as a second pass?gregYeah, now that Greg showed up I'll expose what I did.I took Reflect3.dds and put it on as a second pass of the Power Plant's gold metal. After that, added an Add shader, gave the vertex material a color of about 180 (A light neutral grey) and set it to WS Environment.That's how you pull that off. It's really awesome. Check out the video and you can see the reflection changing as Blazer's camera moves.<http://blazerotate.havocide.com/Ackvid1.wmv>

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Mon, 16 Sep 2002 11:12:00 GMT
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nice work ack

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Mon, 16 Sep 2002 15:25:00 GMT
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I was SO close! I missed one setting

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Thu, 26 Sep 2002 17:43:00 GMT
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Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Thu, 26 Sep 2002 19:05:00 GMT
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Looks nice, ACK. Would you mind if I used the technique on my next map? You'll get credit.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 17:20:00 GMT
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Yeah, go for it...

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 17:24:00 GMT
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looks good can't wait till its implemented in furture maps.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 17:29:00 GMT
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It already has been. I use it in every map with a GDI Power Plant, or with something which requires reflection. However, this was bumped up to show CyborgDC that he was wrong.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 19:52:00 GMT
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quote:Originally posted by aircraftkiller2001:It already has been. I use it in every map with a GDI Power Plant, or with something which requires reflection. However, this was bumped up to show CyborgDC that he was wrong. However, this topic doesn't mean anything but a small push for people start using it. The technique is entirely applied into a singleplayer structure (Which is also a GDI Power Plant) that was supplied by WS in Buildings.zip You didn't create it. You didn't develop it. You are not even supposed to gain credits for it. "Look, I used Boolean to transfer the effect of an object to the MP power plant, so I can use it on every map I make". That really takes much skill, congratulations.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 19:57:00 GMT
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ouch andre gave the guy a solid right hook.. although i'm left handed myself [December 18, 2002, 19:57: Message edited by: forsaken]

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 20:06:00 GMT
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quote:AircraftkillerCreator of Glacier Flying... The only fan-made map that has ever made it into a Westwood game in their entire history. You may have edited the hell outta that map. But you didnt create it. You didnt come up with the design in the first place so it isnt the first fan made map to get in. first fan edited map yes. but made no. nice try idiot.

Subject: Renegade reflection map test on Glacier Flying...
Posted by [Anonymous](#) on Wed, 18 Dec 2002 20:17:00 GMT
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Well, you could say he 1/2 created it, he had to do a bunch of editing to it , when there was barely anything on the map. [December 18, 2002, 20:17: Message edited by: Tiberc]

Subject: Renegade reflection map test on Glacier Flying...

Posted by [Anonymous](#) on Wed, 18 Dec 2002 20:24:00 GMT

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quote:Well, you could say he 1/2 created it, he had to do a bunch of editing to it , when there was barely anything on the map.Ive seen what he started with.Ill give him credit for half.But thats not what his signature says.I love how he bashes Andre for "stealing" but he tries to take credit for something he didnt do.To me thats stealing too ACK.

Subject: Renegade reflection map test on Glacier Flying...

Posted by [Anonymous](#) on Wed, 18 Dec 2002 20:31:00 GMT

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He never said he created it. He was merely pointing out a technique which mappers could use because it is pretty nifty.But I guess because he isnt a theif so you got to find something against him.

Subject: Renegade reflection map test on Glacier Flying...

Posted by [Anonymous](#) on Wed, 18 Dec 2002 20:34:00 GMT

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quote:AircraftkillerCreator of Glacier Flying... The only fan-made map that has ever made it into a Westwood game in their entire history. Read that.Here it is again for you since you had a tough time the first time. quote:AircraftkillerCreator of Glacier Flying... The only fan-made map that has ever made it into a Westwood game in their entire history. Oh and one more in case you missed it. quote:AircraftkillerCreator of Glacier Flying... The only fan-made map that has ever made it into a Westwood game in their entire history.

Subject: Renegade reflection map test on Glacier Flying...

Posted by [Anonymous](#) on Thu, 19 Dec 2002 07:20:00 GMT

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