Subject: Solution for 300m min seeing distance
Posted by GrayWolf on Sun, 18 Jun 2006 01:00:04 GMT
View Forum Message <> Reply to Message

Ok so you know how the renegade engine only allows you to see 300m? Well if you shrunk everything down to like half size the minimum distance would seemed much longer.

Subject: Re: Solution for 300m min seeing distance
Posted by JeepRubi on Sun, 18 Jun 2006 02:46:04 GMT
View Forum Message <> Reply to Message

Or, you can get a modified game.exe with a different maximum veiw distance.

Subject: Re: Solution for 300m min seeing distance
Posted by GrayWolf on Sun, 18 Jun 2006 03:15:26 GMT
View Forum Message <> Reply to Message

no cuz if your making maps that means everyone would have to download the exe and no one is going to want to download a modded exe

Im talking about scaling everything down if your making a map.

Subject: Re: Solution for 300m min seeing distance
Posted by Spice on Sun, 18 Jun 2006 03:46:29 GMT
View Forum Message <> Reply to Message

More trouble than it's worth. You would need to resize every asset in renegade, vehicles, buildings, weapons, ect...

Subject: Re: Solution for 300m min seeing distance
Posted by GrayWolf on Sun, 18 Jun 2006 03:56:45 GMT
View Forum Message <> Reply to Message

thats really not hard using proxies

Subject: Re: Solution for 300m min seeing distance
Posted by xptek on Sun, 18 Jun 2006 04:00:24 GMT
View Forum Message <> Reply to Message

Modifying one file makes a lot more sense than resizing everything in always.dat.

Subject: Re: Solution for 300m min seeing distance
Posted by Oblivion165 on Sun, 18 Jun 2006 04:01:49 GMT
View Forum Message <> Reply to Message

Huh? Thats a negatgive, proxies dont go off of physical size, they just get the x,y,z of the object and place the preset there.

Also it only workes on renegade terrain.

Subject: Re: Solution for 300m min seeing distance
Posted by GrayWolf on Sun, 18 Jun 2006 04:13:46 GMT
View Forum Message <> Reply to Message

aww there goes that idea