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Subject: APB: M72 LAW

Posted by [Chronojam](#) on Wed, 20 Dec 2006 10:32:36 GMT

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<http://www.apathbeyond.com/forum/index.php?showtopic=10777>

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Subject: Re: APB: M72 LAW

Posted by [Ryu](#) on Wed, 20 Dec 2006 11:28:06 GMT

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That looks: AWSOME!

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Subject: Re: APB: M72 LAW

Posted by [EvilWhiteDragon](#) on Wed, 20 Dec 2006 12:15:01 GMT

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Right, and now the ingame model

This model looks nice when you render it like this, but erhhmm does it do ingame too? And I'm not really sure what the relevance of this is in this forum? I think it would be better fit in the APB forums?

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Subject: Re: APB: M72 LAW

Posted by [PaRaDoX](#) on Wed, 20 Dec 2006 21:46:32 GMT

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EvilWhiteDragon wrote on Wed, 20 December 2006 07:15 I think it would be better fit in the APB forums?

Well it is a renegade mod...

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Subject: Re: APB: M72 LAW

Posted by [Slave](#) on Wed, 20 Dec 2006 23:31:42 GMT

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i agree it is, when that model is implemented in the game.

but i understand it's impossilbe to set it up the minute after the model is finished. i also understand you want to show the efforts you guys did as soon as possible this way. keep us updated on this, show us an ingame screenshot, and were all happy. unless ofcourse, youre on the wrong side of the weapon.

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Subject: Re: APB: M72 LAW  
Posted by [PaRaDoX](#) on Thu, 21 Dec 2006 00:29:57 GMT  
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It takes some work to get a Weapon into renegade.

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Subject: Re: APB: M72 LAW  
Posted by [Chronojam](#) on Thu, 21 Dec 2006 04:11:23 GMT  
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EvilWhiteDragon wrote on Wed, 20 December 2006 07:15:Right, and now the ingame model

This model looks nice when you render it like this, but erhhmm does it do ingame too? And I'm not really sure what the relevance of this is in this forum? I think it would be better fit in the APB forums?

Oh whoops, I thought this was the Renegade forums in the mod section

PS, in case you've been out of the loop, we've got bump mapping, normal mapping, offset mapping, binn/phong/diffuse lighting (if your card even supports it?), anistropic (though too hard on your machine to bother with in-game) lighting, detailed shadows, AA/vsync/AF (AF not yet ready), bloom lighting, etc. etc. etc. in A Path Beyond.

So all our weapons will have a functional diffuse (color) map, specularity (shiney) map, normal (angles) map, and bump (height) map. Showing you it from W3d Viewer would actually make it look worse than it will in-game. And my card doesn't support Shaders 3.0, so if I show you it in-game it won't necessarily look as good as it can, even if I waited for it to be rigged and put in.

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Subject: Re: APB: M72 LAW  
Posted by [Chronojam](#) on Thu, 21 Dec 2006 04:32:52 GMT  
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But here you go anyways, how it'll look for people with lesser machines who can't support everything else.

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Subject: Re: APB: M72 LAW  
Posted by [icedog90](#) on Thu, 21 Dec 2006 06:47:10 GMT  
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A little pretentious there? I'm sure most people here has a video card that supports those... mine supports all of them and it isn't brand new. What's this about shader model 3.0 though?

Renegade doesn't even use that, and shader model 3.0 doesn't actually make things look nicer, it is just more efficient, by what I learned.

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Subject: Re: APB: M72 LAW  
Posted by [PaRaDoX](#) on Thu, 21 Dec 2006 09:30:23 GMT  
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With the new scripts.dll it does use SM3 to use offset normal mapping (AKA Normal mapping) + specular

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Subject: Re: APB: M72 LAW  
Posted by [Ryu](#) on Thu, 21 Dec 2006 12:30:29 GMT  
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I just play RA:APB for the Soviet AK47, Man is it awesome.

But now a awesome rocket launcher!, Give it a Lil bit more damage (so it's more realistic) and I think I'll be falling in love with another gun.

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Subject: Re: APB: M72 LAW  
Posted by [Jerad2142](#) on Thu, 21 Dec 2006 14:25:15 GMT  
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Alex wrote on Thu, 21 December 2006 05:30

But now a awesome rocket launcher!, Give it a Lil bit more damage (so it's more realistic) and I think I'll be falling in love with another gun.

I highly doubt that will happen, beings it is meant to be accurate to RA.

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Subject: Re: APB: M72 LAW  
Posted by [icedog90](#) on Thu, 21 Dec 2006 21:04:00 GMT  
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PaRaDoX wrote on Thu, 21 December 2006 01:30With the new scripts.dll it does use SM3 to use offset normal mapping (AKA Normal mapping) + specular

I was thinking that was only changeable in the engine code... hmm, interesting.

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Subject: Re: APB: M72 LAW  
Posted by [Chronojam](#) on Fri, 22 Dec 2006 03:48:45 GMT

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icedog90 wrote on Thu, 21 December 2006 01:47A little pretentious there? I'm sure most people here has a video card that supports those... mine supports all of them and it isn't brand new. What's this about shader model 3.0 though? Renegade doesn't even use that, and shader model 3.0 doesn't actually make things look nicer, it is just more efficient, by what I learned. Was just a bit pissed off that people have still missed the news about what we've done with the engine.

Edit: Oh hell so have you =(

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Subject: Re: APB: M72 LAW  
Posted by [icedog90](#) on Fri, 22 Dec 2006 05:30:39 GMT  
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I visit the site on few occasions, and I just visited it a few days ago. I don't recall reading anything about shader model 3.0.

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