
Subject: Anyone else want to do shaders for the other vehicles?

Posted by [Viking](#) on Wed, 04 Jul 2007 07:41:58 GMT

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Only the flamer and mammie get them, lets do the rest!

Anyone in?

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [saberhawk](#) on Wed, 04 Jul 2007 08:25:45 GMT

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There is a project (although somewhat private at the current time) to update Renegade to have per-pixel lighting on all characters and vehicles.

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [_SSnipe_](#) on Wed, 04 Jul 2007 09:48:23 GMT

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great.....more fps lagg.....

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [nopol10](#) on Wed, 04 Jul 2007 09:52:04 GMT

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I have already made normal maps for all the Renegade vehicles. PM me if you want them.

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [_SSnipe_](#) on Wed, 04 Jul 2007 09:52:51 GMT

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nopol10 wrote on Wed, 04 July 2007 04:52l have already made normal maps for all the Renegade vehicles. PM me if you want them.

what u mean?

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [nopol10](#) on Wed, 04 Jul 2007 11:56:26 GMT

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Ok, here's the link to my normal maps:

<http://dead6.3.forumer.com/index.php?showtopic=74>

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [saberhawk](#) on Wed, 04 Jul 2007 23:59:53 GMT

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joe937465 wrote on Wed, 04 July 2007 04:48great.....more fps lagg.....

In all honesty, the project is using another per-pixel lighting shader akin to the one that APB will be released with (ALS, aka AdvancedLightingSystem) via shader plugin route. That shader is as close to fully optimized as it can be, and in fact I get around 10FPS more in the screenshot below with ALS than without it.

Oh, and here is the SBH lit via ALS, with the stealth effect disabled in presets. Don't worry though, it still works but the actual effect is somewhat...classified at the current time.

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [Viking](#) on Thu, 05 Jul 2007 00:20:50 GMT

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AWESOME, can I has it? My video card is l33t and would be like "Meah, this is nothing im bored..."

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [_SSnipe_](#) on Thu, 05 Jul 2007 05:22:55 GMT

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that sbh looks tight

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [nopol10](#) on Thu, 05 Jul 2007 10:22:40 GMT

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How will this new shader complement the existing ones?

Subject: Re: Anyone else want to do shaders for the other vehicles?

Posted by [JohnDoe](#) on Thu, 05 Jul 2007 10:39:12 GMT

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nais
