Subject: Some questions
Posted by Mad Ivan on Mon, 11 Feb 2008 20:12:54 GMT
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Hi again, everybody!

I did some testing these last few days and i stumbled across some dead ends. So i need some assistance:

1.The first question is related to exporting models with HUGE polycounts and viewing them in W3D Viewer.

My problem occurs when exporting really high-poly-budget models. 3DS Max will either return a "Could not export to file" error or (if the export is successful) when the file is opened, W3D Viewer will return an "Internal Application Error". The polycount of my "Internal Application Error"-model is 29452 polys.
So is the problem in the viewer or in my machine?
My specs are: AMD Athlon64 3000+, 512MB RAM, NVIDIA GeForce7600 GS 512MB (i think).

2.I was really impressed by the so-called "flashlights" that mimic Dynamic Lighting in Renegade. So how is it done? I haven't had the time to investigate myself so some help would be appreciated =).

3.And the last is related to Saberhawk. Is there a way to contact him? I haven't seen him around the N00bStories/apathbeyond chat channels.

Subject: Re: Some questions
Posted by CarrierII on Mon, 11 Feb 2008 20:17:29 GMT
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1) I'd be willing to bet the viewer is hardcoded to have a limit on polys, needs to be hex editor'ed, I guess.

2) No idea

3) His email is in your PM inbox.

Subject: Re: Some questions
Posted by The Executor on Mon, 11 Feb 2008 20:28:31 GMT
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In LE you click on the Light--->Dynamic Light and then hit make. Once the star looking thing is made click on it and then you can set the color, the view distance and the intensity.

Subject: Re: Some questions
Posted by cnc95fan on Mon, 11 Feb 2008 20:41:14 GMT
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255,000 polys per mesh...

Subject: Re: Some questions
Posted by Mad Ivan on Mon, 11 Feb 2008 20:52:02 GMT
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cnc95fan wrote on Mon, 11 February 2008 22:41255,000 polys per mesh...

Is this an engine limit, or W3D Viewer only?

CarrierII, thank you for the e-mail. Any idea if he is still into Renegade modding after that apb deal?

Subject: Re: Some questions
Posted by Jerad2142 on Tue, 12 Feb 2008 02:04:59 GMT
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You will never use that many polys in one mesh if you ever want gmax to get done.

Subject: Re: Some questions
Posted by saberhawk on Tue, 12 Feb 2008 02:54:40 GMT
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Mad Ivan wrote on Mon, 11 February 2008 14:12Hi again, everybody!

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=).

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1. Renegade uses 16 bit indices for rendering, so you should be able to successfully use up to 65535 vertices per-mesh.

2. Those "dynamic lighting" flashlights are using projector objects attached to bones from what I can tell, but doing so is rather expensive CPU-wise and I'd recommend not doing it as Renegade is already rather CPU-limited.

3. Nope, no way to contact Saberhawk at all.

Subject: Re: Some questions
Posted by LR01 on Tue, 12 Feb 2008 17:23:08 GMT
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MSwindows wrote on Mon, 11 February 2008 21:28In LE you click on the Light--->Dynamic Light and then hit make. Once the star looking thing is made click on it and then you can set the color, the view distance and the intensity.

Dynamic Light? where?
ow, and before you compute vertex solve, when you change the sun's rotation, you see some nice lightning, can't get it ingame however