
Subject: Shaders Video #1

Posted by [mr£Ä\\$Ä-z](#) on Sun, 29 Jun 2008 08:03:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

CLICKY

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Sun, 29 Jun 2008 09:08:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sun, 29 June 2008 03:03CLICKY

No offense, but "the shaders is bad" I appreciate people are finally trying to use shaders, but I'd really recommend waiting for scripts 4.0 to come out as it has shaders that actually work right (and look great!)

Subject: Re: Shaders Video #1

Posted by [mr£Ä\\$Ä-z](#) on Sun, 29 Jun 2008 09:24:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

They work right if you do it right like you see they work perfect for me

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Sun, 29 Jun 2008 10:03:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, they don't. You'd think I would know, having written them and all...

Toggle Spoiler

Edit: Here, look at the harvester:

Subject: Re: Shaders Video #1

Posted by [HeavyX101- Left](#) on Sun, 29 Jun 2008 12:31:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk, cant you just be a little nice?

Madrocks could of work hard on it and now he might feel really sad. Man come on, he did a great job. Nice job mate, keep up the good work!

Subject: Re: Shaders Video #1

Posted by [mr£ÄŞÄ-z](#) on Sun, 29 Jun 2008 12:37:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Sun, 29 June 2008 05:03No, they don't. You'd think I would know, having written them and all...

Toggle Spoiler

Edit: Here, look at the harvester:

WOW nice work

Subject: Re: Shaders Video #1

Posted by [mr£ÄŞÄ-z](#) on Sun, 29 Jun 2008 12:40:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Look at the Arty

File Attachments

1) [ScreenShot11.jpg](#), downloaded 439 times



MonkeyX01
Einstellen

NW

200

039

Credits: 94358

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Sun, 29 Jun 2008 21:02:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

HeavyX101 wrote on Sun, 29 June 2008 07:31Saberhawk, cant you just be a little nice? Madrocks could of work hard on it and now he might feel really sad. Man come on, he did a great job. Nice job mate, keep up the good work!

I'm trying to save him some work as shaders 3.4.4 sdb files are completely incompatible with shaders 4.0 shd files.

Anyways, it wouldn't be fair for me to show off shaders with the textures applied, so here is the Nod Artillery with only lights enabled.

Subject: Re: Shaders Video #1

Posted by [mr£ÄŞÄ-z](#) on Sun, 29 Jun 2008 21:28:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

weird looking arty (o_O)

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Sun, 29 Jun 2008 21:59:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sun, 29 June 2008 16:28weird looking arty (o_O)

Sigh.

Subject: Re: Shaders Video #1

Posted by [Caveman](#) on Sun, 29 Jun 2008 23:23:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Sun, 29 June 2008 22:59madrackz wrote on Sun, 29 June 2008 16:28weird looking arty (o_O)

Sigh.

Could just be my eyes and where I am tired..But I dont see any lighting difference...It just looks like a normal arty.

Subject: Re: Shaders Video #1
Posted by [saberhawk](#) on Sun, 29 Jun 2008 23:26:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Sun, 29 June 2008 18:23Saberhawk wrote on Sun, 29 June 2008 22:59
madrackz wrote on Sun, 29 June 2008 16:28weird looking arty (o_O)

Sigh.

Could just be my eyes and where I am tired..But I dont see any lighting difference...It just looks like a normal arty.

Sadly, it's the lighting on the map. With proper lighting it looks far better.

Subject: Re: Shaders Video #1
Posted by [nopol10](#) on Mon, 30 Jun 2008 12:10:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

So the lighting will actually be read from the map itself now?

Subject: Re: Shaders Video #1
Posted by [GEORGE ZIMMER](#) on Mon, 30 Jun 2008 14:23:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why are the wheels shiny?

Anyways, that sounds great, Saberhawk, if map's lighting affects stuff more.

Subject: Re: Shaders Video #1

Posted by [HeavyX101- Left](#) on Mon, 30 Jun 2008 14:41:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Mon, 30 June 2008 10:23Why are the wheels shiny?

Subject: Re: Shaders Video #1

Posted by [LR01](#) on Mon, 30 Jun 2008 16:13:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like the shaders thing, gives Renegade a way better look

Subject: Re: Shaders Video #1

Posted by [cnc95fan](#) on Mon, 30 Jun 2008 16:14:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

HeavyX101 wrote on Mon, 30 June 2008 09:41Cabal8616 wrote on Mon, 30 June 2008 10:23Why are the wheels shiny?

Tell us, oh God of wisdom.

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Mon, 30 Jun 2008 17:56:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

nopol10 wrote on Mon, 30 June 2008 07:10So the lighting will actually be read from the map itself now?

Well duh, what's the point of having "advanced lighting" if it just ignores all the lighting in maps?

Subject: Re: Shaders Video #1

Posted by [Slave](#) on Mon, 30 Jun 2008 19:24:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's what the old (current) shaders did right?

A normalmapped tank in a tibfield would not color green, and sunlight would reflect inside a tunnel.

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Mon, 30 Jun 2008 20:33:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 30 June 2008 14:24 That's what the old (current) shaders did right?
A normalmapped tank in a tibfield would not color green, and sunlight would reflect inside a tunnel.

Exactly. That's just garbage and completely unacceptable

Subject: Re: Shaders Video #1

Posted by [KristyGirl](#) on Mon, 30 Jun 2008 21:07:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does shaders eat through FPS?

Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Tue, 01 Jul 2008 00:06:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

KristyGirl wrote on Mon, 30 June 2008 14:07 Does shaders eat through FPS?

scripts.dll 3.4.4's shaders, yes. scripts.dll 4.0's, no.

Subject: Re: Shaders Video #1

Posted by [Slave](#) on Tue, 01 Jul 2008 14:59:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

delete me
