
Subject: Partial Ion Cannon Rings since 4.X Release
Posted by [Jerad2142](#) on Tue, 01 Jul 2014 18:22:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

This might have occurred in 4.0, but it definitely happens on both by Intel laptop and Nvidia PC.
Back in 3.4.4 the Ion cannon rings were full, and now they're always partial.

File Attachments

1) [Screenshot.83.png](#), downloaded 1084 times



2) [Screenshot.88.png](#), downloaded 929 times



Subject: Re: Partial Ion Cannon Rings since 4.X Release
Posted by [Jerad2142](#) on Wed, 02 Jul 2014 12:58:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

So I opened up the Ion cannon pre animation file (xg_ag_ionc_p1) and found that the ring is apparently done with Primitives (which I found surprising because I had never seen a primitive, except apparently this one, actually work in pre 4.0, I do remember that being one of my first statements "wow, primitives are working). The thing I find odd is the primitive effect in 4.1 seems to have way more detail than the actual effect (There appears to be an arching effect going on, where as the original is just a smooth blur), so maybe the 4.x effect got patched?

As you can see from this video, this is how it looked in stock Ren:
http://www.youtube.com/watch?v=fcbyzH4xJ5o&feature=player_detailpage#t=66

Here is the original ion cannon effects btw, I glanced into 4.X's files but I don't see any different ones either.

File Attachments

1) [Ion.zip](#), downloaded 255 times

Subject: Re: Partial Ion Cannon Rings since 4.X Release
Posted by [danpaul88](#) on Wed, 02 Jul 2014 14:10:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Primitives are a pain in the ass for code that wants to parse W3D files too since they have their own "special" node types that don't conform to node types of the parent document. I ran into that problem with some code I was writing that choked on chunk types of 1 which were not actually chunk types of 1 but primitive special chunks of type 1 which are entirely different data structures.

I'm not sure but I suspect they are a legacy feature which wasn't used extensively in the engine, except for a few select things like the ion stuff.

Subject: Re: Partial Ion Cannon Rings since 4.X Release
Posted by [jonwil](#) on Wed, 02 Jul 2014 14:14:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Turns out some code we had for Ring and Sphere primitives is broken. Its fixed going forward (i.e. mods etc) now and if any future releases are made for Renegade, this fix can be back-ported

Subject: Re: Partial Ion Cannon Rings since 4.X Release
Posted by [Jerad2142](#) on Wed, 02 Jul 2014 14:18:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

However in all fairness you guys fixed far more than was broke, before 4.0 most the primitive stuff didn't work (originally I didn't think any of it worked, but I guess the ion cannon was a magical special case that does work). So Coddles for that!

I remember going through the painful process of wwskinning bones to a sphere just so I could make a shock wave effect because primitives didn't work for me lol.

So beings you mention a lot of fixes, I suppose its pointless to ask if the garbage that sometimes appears on screen (normally in the lower right hand corner) is fixed (I see it a lot when I blow up sam sites at a distance, happens on both my laptop and my main computer).
