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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?), anisotropic (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 (shiny) 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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