
Subject: Re: Scripts.dll 3.1 is out.
Posted by [Jerad2142](#) on Fri, 22 Dec 2006 14:40:00 GMT
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I've always wanted Renegade to have reflections, about 6 days ago I saw this:
PaRaDoX wrote on Sat, 16 December 2006 21:10_ToXiN_ wrote on Sat, 16 December 2006 18:08I haven't heard of other people having this issue, well not so much an issue, but just a bug... (Honestly, it looks sort of cool ingame.)

On the map RA_HostileWaters_1 when I'm in a submarine and when I get the camera at certain angles, it gives me a ghost image of the submarine and the map around it. Like so:

I can recreate it in LAN, but I can't make it happen on RA_shallowgrave, so I think it's something to do with the map (combination of fog and the water effect, perhaps)

I've got an nVidia Geforce 7800 GTX and I have the latest drivers installed.

That is a post possessing error. disable it and it'll work right.
And I thought if thats only an error with some work I wounder if it could be possible to turn it into a reflection (a lot of work)! I really don't know how Renegade's 3D engine works so I would have no clue.

Although bump mapping is completely possible, what you would do is set it up to use a texture as its base texture (like a picture of a wall or some thing) and then you would have the texture that would cause the bump effect (this is done in RenX, for making a object that has one of those cloak effects)! Then you would save it, now here is the interesting part, with some scripting from Jonwil he could make a script to take a picture of the screen every few seconds. The screen shot would be saved as the name of the base texture (I have noticed that if you put a new texture into the game data directory it will update the texture in game), therefore giving you one of those bump map cloak effects.
