
Subject: Re: C&C 3 Renegade Mod
Posted by [Jerad2142](#) on Fri, 09 Mar 2007 17:05:55 GMT
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I believe that if enough people continue to release/update their mods/maps the players will stay around.

Also, I realized what you meant when you were talking about the suns bloom (although I always thought that it was just the sun's texture showing through the clouds, beings the cloud layers are just add and subtract layers) and before I even finished typing my previous post I knew that the bloom and at least lensflares must be related (beings that once bloom was added for a while there was a glitch with the lens flares).

As for vis generation, I just quit using it. Took to long to implement on each level, and most of my levels are flat enough that it would not have done much anyway. But I am sure the UT3 will be a lot harder for the older computers to run, while Renegade will run on pretty much any engine in the present day.

And the only reason I try to support Renegade so much is because I am working on two mods for it currently.

Crow3333 wrote on Fri, 09 March 2007 06:04short question not related to the topic: Which script do I have to use to get this bloom effect? Scriptname?

...Thanks

Its not a script, once you have the scripts 3.14 installer, or 3.13 script just simply install it with bloom selected, otherwise you have to put postprocess.sdb into you Renegade data folder.

jamiejrg wrote on Fri, 09 March 2007 08:52Wait, but we don't know much of anything about the C&C3 Engine yet. How could we mod it?

They have already released the source code for it.
