Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Thu, 16 Apr 2009 21:55:23 GMT
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LR01 wrote on Thu, 16 April 2009 03:39Nice water there, now I wonder, how does it work?
I mean, how do you create water now? (don't think it's done through renx now is it?)
Ore like the unreal engine.

You first make "stock" water (aka water that'll appear if shaders aren't supported). On that water, you add a few (new) mapper arguments that tell it to be disabled if a certain shader is support. Then you create the new water plane with regular unwrapping and add a few other mapper arguments (like "Shader=<shader name>") to actually set the shader and do a bit of other needed magic to turn it off completely if the shader isn't supported. Then you hook up some other entries in other files and you are good to go.

TexCore wrote on Thu, 16 April 2009 07:15i will made new cool looking not repeated water texture for that , ofcorse after Tiberian Technology's script 4.0 is came out
(p.s. on that teaser screenshot you can see "water's repeated texture...) i hate that

The water shader hasn't been tweaked for Islands yet (and in any case, the "water texture" is a very complicated math equation encoded into a texture and is not something to be editing).

Renardin6 wrote on Thu, 16 April 2009 17:39windscreen fix?
Even for 1920*1080 ?

Nice job for the water but I think you knew already what I was thinking of that Saber.

Well, it works for 1920x1200, obviously it also works for 1920x1080