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Subject: Re: Other graphical enhancements?  
Posted by [TruYuri](#) on Thu, 13 Aug 2009 17:48:35 GMT  
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Saberhawk wrote on Mon, 10 August 2009 09:18R315r4z0r wrote on Mon, 10 August 2009 07:18TruYuri wrote on Sat, 08 August 2009 13:49R315r4z0r wrote on Thu, 06 August 2009 22:28As far as the skybox, I think it would be cool if they also add in the ability for backdrop backgrounds. Like distant images of scenery (such as mountains or hilly plains, ect)

You can just do this with a mesh.

No you can't, and I explained why in that same post. You just didn't quote enough of it.

If you try to use a mesh, you have to deal with draw distances. Things have to be up close for you to see it. I'm requesting the ability for static backdrop images in the background that are always there regardless of the draw distance.

An image for the surrounding area as well as the ground (so when you look down into blue hell, instead of seeing a blue circle, you see some ground image)

You can use a mesh, make it incredibly close (waaay inside the draw distance) and turn off z-writes for it; there might be support for automagically doing this and rendering it on the background scene, but it's unknown at this time.

We've done here basically what Saberhawk said there:

<http://img14.imageshack.us/img14/4683/screenshot1omw.png> (it's not the highest resolution texture there is but it looks okay)

As for draw distance, APB of course uses a longer view distance than Renegade does, however this particular map is small enough to probably fit the entire thing in the Renegade view distance anyway. (also note that this is not final by any means)

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