Subject: Re: Partial Ion Cannon Rings since 4.X Release
Posted by Jerad2142 on Wed, 02 Jul 2014 12:58:17 GMT
View Forum Message <> Reply to Message

So I opened up the Ion cannon pre animation file (xg_ag_ionc_p1) and found that the ring is apparently done with Primitives (which I found surprising because I had never seen a primitive, except apparently this one, actually work in pre 4.0, I do remember that being one of my first statements "wow, primitives are working). The thing I find odd is the primitive effect in 4.1 seems to have way more detail than the actual effect (There appears to be an arching effect going on, where as the original is just a smooth blur), so maybe the 4.x effect got patched?

As you can see from this video, this is how it looked in stock Ren:
http://www.youtube.com/watch?v=fcbyzH4xJ5o&feature=player_detailpage#t=66

Here is the original ion cannon effects btw, I glanced into 4.X's files but I don't see any different ones either.

File Attachments
1) Ion.zip, downloaded 168 times