**Subject: glass maing 5* question**
Posted by Anonymous on Wed, 17 Jul 2002 19:56:00 GMT
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simple how do i make glass. i have the texture.

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**Subject: glass maing 5* question**
Posted by Anonymous on Wed, 17 Jul 2002 19:59:00 GMT
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Set the material type to glass

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**Subject: glass maing 5* question**
Posted by Anonymous on Wed, 17 Jul 2002 20:00:00 GMT
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and YSLMuffins wrote this on how to make it transparent'First, add your UV mapping and what nots.Second, select the thing to be your glass and hit 'M.' The properties tab doesn't matter much but change the settings if you desire.On the Pass 1 tab, hit 'Vertex Material'.Under the 'Stage 0 Mapping' box change the Type from 'UV' to 'Environment'.Next, on the 'Shader' Tab change the blend mode to 'Add'.Then on the 'Textures' tab, change the texture to 'ref_reflect2.tga'. Apply the texture and close the Material editor.Now, right click your window and hit 'Properties.' Under the 'User Defined' tab, add "LVSMaterial1 = glass" without the quotes. Hit Ok.Finally, keep your window selected and to go 'W3D Tools'. Under 'Geometry Options', select 'Shatter', and under 'Collision Options' select 'Physical', 'Projectile', and 'Camera.'Voila, you're done.'

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**Subject: glass maing 5* question**
Posted by Anonymous on Wed, 17 Jul 2002 20:05:00 GMT
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hey seth r u part of team DRIi think u r im in too

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**Subject: glass maing 5* question**
Posted by Anonymous on Sun, 21 Jul 2002 05:16:00 GMT
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You complain about lag, yet you want super high fancy features that you know will cause lag...Make up your mind, kiddies.

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**Subject: glass maing 5* question**

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Posted by [Anonymous](#) on Sun, 21 Jul 2002 05:58:00 GMT
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This would not introduce lag (if implemented properly).

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Subject: glass maing 5* question
Posted by [Anonymous](#) on Sun, 21 Jul 2002 12:12:00 GMT
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I noticed that when I host a game or play a multiplayer practice, I hear lots of neat ambient sounds in all the buildings that I don't hear when I join a multiplayer game.  Is there any way to turn these on?  Or was WW stupid enough to actually make them server-side?

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Subject: glass maing 5* question
Posted by [Anonymous](#) on Sun, 21 Jul 2002 12:39:00 GMT
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Westwood was stupid enough to make them server side... only.

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Subject: glass maing 5* question
Posted by [Anonymous](#) on Mon, 22 Jul 2002 02:01:00 GMT
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quote:Originally posted by aircraftkiller2001:You complain about lag, yet you want super high fancy features that you know will cause lag...Make up your mind, kiddies.It wouldn't generate any extra lag if it was client-side.  And there's absolutely no reason for it not to be since it's entirely unnecessary.

---

Subject: glass maing 5* question
Posted by [Anonymous](#) on Mon, 22 Jul 2002 07:16:00 GMT
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Well - Ack is right - in a way.If you have to play the extra sounds - your machine would have to do more work - and if your rig is not good - you may perceive a slow down (lag - whatever) in game. (remember - it is doing all the calc's realtime then sending them to the server - the sound uses "distance vs volume" - major calc's)If you have a power rig - with a broadband connection - you probably wouldnt see this.Same reason if the host plays on the server - it makes it slow for everyone (Dedicated is the only way to go)IMHO

---

Subject: glass maing 5* question

Posted by **Anonymous** on Tue, 23 Jul 2002 00:25:00 GMT
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All I want are two things, an obelisk charge up sound/animation... and some bloody icons above peoples heads when they talk!The icons could be done completely client side, no changes to the server at all, it already has the who from and what information... just gotta draw the icons like when hosting![EDIT] (As for making the game lag due to extra CPU power needed... make them an option with the other detail settings...)  [ July 22, 2002, 12:27: Message edited by: Ubertek ]

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Subject: glass maing 5* question
Posted by **Anonymous** on Wed, 24 Jul 2002 02:23:00 GMT
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Hey Chaps,What's the best OFFLINE AI mod at the moment? I am not bothered about new maps, weapons or any gameplay changes. Just want a mod for Multiplayer Practice that has AI on all the maps. It is essential that the mod is activated through multiplay practice or something similar as i have no LAN or internet connection at all on the machine i play renegade on. Anyone know of a mod that fits this description or comes close?Cheers.

---

Subject: glass maing 5* question
Posted by **Anonymous** on Wed, 24 Jul 2002 07:01:00 GMT
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not sure if mine are considered the best, but i have a bunch of AI downloads on my sites below Dante

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Subject: glass maing 5* question
Posted by **Anonymous** on Wed, 24 Jul 2002 07:31:00 GMT
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quote:Originally posted by Dante:not sure if mine are considered the best, but i have a bunch of AI downloads on my sites below     DanteDante, you are the pro of AI here I doubt other people can do better

---

Subject: glass maing 5* question
Posted by **Anonymous** on Wed, 24 Jul 2002 09:12:00 GMT
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hehe, WOW THANKS   Dante

---

**Subject: glass maing 5* question**
Posted by <span style="color:blue">Anonymous</span> on Wed, 24 Jul 2002 09:33:00 GMT
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Dante's AI is the best.. after all, he made me! j/k

---

**Subject: glass maing 5* question**
Posted by <span style="color:blue">Anonymous</span> on Wed, 24 Jul 2002 10:20:00 GMT
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LOL (Dantes girl is AI--LOL)Dante does have the best AI mapsI have mine posted at RenegadeAmmo.tk, they are not as good of AI as Dante's. but there are some unique units on City and Volcano. Im trying to make some better AI with info from Dante and his Crew.

---

**Subject: glass maing 5* question**
Posted by <span style="color:blue">Anonymous</span> on Wed, 24 Jul 2002 11:21:00 GMT
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I generally run at 40-75 FPS with everything maxxed (I built this machine to run Morrowind, so it can take just about anything).  Many games these days have options for sound to turn off things like volume and the like.  While it is neat to hear a hojillion mines going off at once... it ain't THAT neat.  And yeah, it should at least be an option.  As for the obelisk, I TOTALLY agree with that, as that IS important for gameplay.  It would make it much easier to time dodges between blasts.  And the blowing animation hides the fact that the beam actually comes from a point above the tip of the obelisk (which, BTW, makes it a lot harder to dodge behind low cover).

---

**Subject: glass maing 5* question**
Posted by <span style="color:blue">Anonymous</span> on Wed, 24 Jul 2002 11:31:00 GMT
<span style="color:blue">View Forum Message</span> <> <span style="color:blue">Reply to Message</span>

Dante's AI rules!

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**Subject: glass maing 5* question**
Posted by <span style="color:blue">Anonymous</span> on Wed, 24 Jul 2002 17:18:00 GMT
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I agree his AI maps are awesome but howbout you make some AI controlled units(tanks humvees APC ect.) that spawn like the character units do.

---

**Subject: glass maing 5* question**

Posted by Anonymous on Wed, 24 Jul 2002 17:25:00 GMT
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quote:Originally posted by Renegade10:I agree his AI maps are awesome but howbout you make some AI controlled units(tanks humvees APC ect.) that spawn like the character units do.I got some alien vehicles that spawn and move around in my mod. Only prob is you have to shoot them (or something has to shoot them) in order for it to shoot enemys.Although,it's often prefered that those alien vehicles don't shoot at you.

Subject: glass maing 5* question
Posted by Anonymous on Wed, 24 Jul 2002 20:55:00 GMT
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LOL

Subject: glass maing 5* question
Posted by Anonymous on Wed, 24 Jul 2002 23:38:00 GMT
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hehe, thanks guys/girls**as my head grows and feels like it is going to explode**

Subject: glass maing 5* question
Posted by Anonymous on Wed, 24 Jul 2002 23:51:00 GMT
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if your head gets any bigger you gunna have to really create an AI girlfriend cuz i'm out!! don't want no big headed boyfriend

Subject: glass maing 5* question
Posted by Anonymous on Thu, 25 Jul 2002 09:21:00 GMT
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ok, so you want me to make a deathmatch with AI then, because it has been stated by greg hjelstrom that there is no "current" scripting for innate vehicle's there for making it impossible to have an AI vehicle (although you can fake it, but they aren't that great)Dante

Subject: glass maing 5* question
Posted by Anonymous on Thu, 25 Jul 2002 09:23:00 GMT
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quote:Originally posted by Dante's Girl:if your head gets any bigger you gunna have to really

create an AI girlfriend cuz i'm out!! don't want no big headed boyfriend    Ok,I'll take you! I got no big head!   jk

---

## Subject: glass maing 5* question
Posted by Anonymous on Thu, 25 Jul 2002 10:09:00 GMT
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Ahhh, AI Deathmatch... That brings back memories, its a shame i didnt know about CoverSpots when i made my last one... That would have been brill....Hey, is it true that the PKG files also contain the LVL files as well, so I can get my old DM AI mod back onto my hard drive? RenegadeMods still have a copy of mine....Using my later AI skills, I could REALLY make those good!   EDIT: Argh!!! Where did all the Mods on RenegadeMods go!?!?!        [ July 25, 2002, 10:13: Message edited by: Ubertek ]

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## Subject: glass maing 5* question
Posted by Anonymous on Thu, 25 Jul 2002 12:11:00 GMT
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No disin but wheres the "Great Ai" any-one has made...Tank AI...lacking...so the basic "Trooper"is just that...basic....

---

## Subject: glass maing 5* question
Posted by Anonymous on Thu, 25 Jul 2002 16:21:00 GMT
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eek, yikes, i think this has something to do with the new layout and server support at Renegademods.info...if you check out the forum there you will see some notes on it..basically here it is..kdsnex will be doing selective site hosting for some people and they will have subdomain access   if you need some hosting though, i have about 4 webservers that i can play with at the moment and plan on adding more.. i will also make you a generic page to host your pics/mods   Dante

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## Subject: glass maing 5* question
Posted by Anonymous on Sat, 04 Jan 2003 22:30:00 GMT
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quote:Originally posted by Seth(LOST PASS):and YSLMuffins wrote this on how to make it transparent'First, add your UV mapping and what nots.Second, select the thing to be your glass and hit 'M.' The properties tab doesn't matter much but change the settings if you desire.On the Pass 1 tab, hit 'Vertex Material'.Under the 'Stage 0 Mapping' box change the Type from 'UV' to 'Environment'.Next, on the 'Shader' Tab change the blend mode to 'Add'.Then on the 'Textures' tab, change the texture to 'ref_reflect2.tga'. Apply the texture and close the Material editor.Now,

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right click your window and hit 'Properties.' Under the 'User Defined' tab, add "LVSMaterial1 = glass" without the quotes. Hit Ok.Finally, keep your window selected and to go 'W3D Tools'. Under 'Geometry Options', select 'Shatter', and under 'Collision Options' select 'Physical', 'Projectile', and 'Camera.'Voila, you're done.'Does this make the glass transparent?

---

Subject: glass maing 5* question
Posted by Anonymous on Sun, 05 Jan 2003 07:03:00 GMT
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quote:Originally posted by Seth(LOST PASS):and YSLMuffins wrote this on how to make it transparent quote:Originally posted by jordybear:Does this make the glass transparent?  [ January 05, 2003, 07:03: Message edited by: Taximes ]

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