Subject: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Mon, 26 Jun 2006 05:29:21 GMT
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Hey out there you Renegade-type people. I thought maybe you'd like a little update on our progress. We're currently working on the Gap Generator effect. You can go to our thread on the RA:APB forums to see just what kind of wackiness we're up to. The latest screenshots and media are located here. It's pretty cool, and a lot of you probably don't think what we're doing is even possible in Renegade. Guess what? It is.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Mon, 26 Jun 2006 09:18:35 GMT
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Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

The V2 should of been using the model replace since day one.

oh and Gif Video = No

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by OWA on Mon, 26 Jun 2006 12:24:57 GMT
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I like it. Quite an original concept. I havent seen anything like that before on the ren engine... At least I think so..

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Mon, 26 Jun 2006 16:02:49 GMT
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Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

The V2 should of been using the model replace since day one.

oh and Gif Video = No

Oh yeah, this is why I don't post here anymore. I'm sorry that our speed of development isn't up

to your standards, sire. I will try to improve myself for your benefit.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by dead6re on Mon, 26 Jun 2006 16:07:58 GMT
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I don't like the look of a fog (The big black wirly thingy)

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by YSLMuffins on Mon, 26 Jun 2006 17:37:46 GMT
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Wow, I'm loving what you guys are coming up with so far! Especially with the new gap effect. If Neo could add sparks/lightning above the gap generator like in the old RA manual...

What's the hit performance wise? Will the fog clear (at least for other Soviet units) when a unit is within the radius?

And why the hate? It's just supposed to be an update. No need to troll Oblivion. That fog doesn't look like the fog I've seen in Renegade before.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Mon, 26 Jun 2006 17:51:21 GMT
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I have a bad computer, so I'm not really qualified to say how the performance is. It doesn't seem to run any worse than that map normally does for me.

As for your other question, the fog doesn't clear up until the Gap Generator is destroyed. It also cloaks Allied units so that they are only visible when they fire, similarly to Red Alert.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by YSLMuffins on Mon, 26 Jun 2006 19:35:13 GMT
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Would it be possible for the fog to clear just around the tank so that other (friendly Soviet) units can see the tank? Like it worked in RA.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Mon, 26 Jun 2006 19:57:29 GMT

As far as I know that isn't possible.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Mon, 26 Jun 2006 20:42:44 GMT

PointlessAmbler wrote on Mon, 26 June 2006 12:02Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

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oh and Gif Video = No

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It has nothing to do with your speed of development, I said nothing about that.

Just dont act like its something amazing and above what we can do.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by JeepRubi on Mon, 26 Jun 2006 20:45:59 GMT

Looks

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Mon, 26 Jun 2006 20:52:45 GMT

Oblivion165 wrote on Mon, 26 June 2006 16:42
It has nothing to do with your speed of development, I said nothing about that.

Just dont act like its something amazing and above what we can do.

I personally think it is, and I would also like to know who "you all" are. It's something that was previously thought impossible; now we've shown that it isn't.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Mon, 26 Jun 2006 21:01:37 GMT
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A fog effect in a central area? How was that impossible? You could do that with emitters if you had to.

As for speed, who cares, the mod is out there and its being worked on.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Mon, 26 Jun 2006 21:28:51 GMT
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Oblivion165 wrote on Mon, 26 June 2006 17:01A fog effect in a central area? How was that impossible? You could do that with emitters if you had to.

As for speed, who cares, the mod is out there and its being worked on.

Yes, if you like having a constant FPS of 6.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by JeepRubi on Tue, 27 Jun 2006 00:30:42 GMT
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Its a cool effect and everything but i think it could ruin a map. Like if i really like the map but i hate the gap generator, i woulnt play the map.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Renx on Tue, 27 Jun 2006 01:45:41 GMT
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YSLMuffins wrote on Mon, 26 June 2006 14:37What's the hit performance wise?

I'm running everything on full, with 4xAA and 16xAF using RenD3D9. I also have some other settings turned on to increase image quality via the nvidia drivers(7900GT). So keep that in mind when judging the FPS.

File Attachments
1) gap-perf.jpg, downloaded 445 times

FPS = 109, KBPS =   0
Team   Score
1   Allies   0
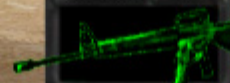0   Soviet   0

Player   Score
1. DaEspion   0

030   999

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Kamuix on Tue, 27 Jun 2006 01:56:51 GMT
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Thats sweet. Could it be possible to make a map where cirtain parts of the map are foggy, and the rest isn't.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Tue, 27 Jun 2006 02:11:39 GMT
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PointlessAmbler wrote on Mon, 26 June 2006 17:28Oblivion165 wrote on Mon, 26 June 2006 17:01A fog effect in a central area? How was that impossible? You could do that with emitters if you had to.

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Yes, if you like having a constant FPS of 6.

yeah, you'll get that on a 400mhz packard bell.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by NeoSaber on Tue, 27 Jun 2006 02:26:56 GMT
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Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

If you think scriptzones can have a spherical area of effect that moves with a vehicle, go ahead and try.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Renx on Tue, 27 Jun 2006 02:59:33 GMT
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Oblivion165 wrote on Mon, 26 June 2006 23:11PointlessAmbler wrote on Mon, 26 June 2006 17:28Oblivion165 wrote on Mon, 26 June 2006 17:01A fog effect in a central area? How was that impossible? You could do that with emitters if you had to.

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yeah, you'll get that on a 400mhz packard bell.

I suggest using a computer that meets the minimum specifications for the game.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Tue, 27 Jun 2006 03:42:10 GMT
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Renx wrote on Mon, 26 June 2006 22:59Oblivion165 wrote on Mon, 26 June 2006 23:11PointlessAmbler wrote on Mon, 26 June 2006 17:28Oblivion165 wrote on Mon, 26 June 2006 17:01A fog effect in a central area? How was that impossible? You could do that with emitters if you had to.

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yeah, you'll get that on a 400mhz packard bell.

I suggest using a computer that meets the minimum specifications for the game.

Thats not my pc, it was sarcasm of what it would take to create lag from emitters.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Tue, 27 Jun 2006 03:44:50 GMT
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NeoSaber wrote on Mon, 26 June 2006 22:26Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

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You dont make it spherical, you use aliased script zones to create the effect.

Move your box out a distance, create an axis point of zero on your proxy box, and just 360 clones all around, done. It doesnt require "brining down" the walls of basic renegade modding.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Canadacdn on Tue, 27 Jun 2006 07:14:09 GMT
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It's a cool effect, but I think it's pretty ugly-looking.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Tue, 27 Jun 2006 07:14:14 GMT
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I don't think you get it. The mobile version of the effect has it centered around a vehicle that moves. And this effect is much nicer and runs better than that 'billions of emitters' idea you seem to think is so great.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Chronojam on Tue, 27 Jun 2006 09:06:30 GMT
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Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

The V2 should of been using the model replace since day one.

oh and Gif Video = No

While I'm sure you're the king of Renegade modding and can make moving script zones and adjust the fog in real-time before that feature is even in the engine or scripts.dll or bhs.dll addons, let me tell you that-- well you can't. Sorry.

Unless the whole part about hacking in the adjustable fog was all in my imagination

Also, yeah, Gif Video might load slow if you're on a 28.8k line.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by jonwil on Tue, 27 Jun 2006 12:26:08 GMT
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I can tell you now that moving script zones are NOT possible on the renegade engine without a LOT of work.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by OWA on Tue, 27 Jun 2006 13:03:21 GMT
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They must be working overtime then...

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Sir Kane on Tue, 27 Jun 2006 16:17:17 GMT
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You know, it's totally possible and even easy.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Tue, 27 Jun 2006 16:22:59 GMT
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Silent Kane wrote on Tue, 27 June 2006 12:17You know, it's totally possible and even easy.

If you're Silent Kane.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by YSLMuffins on Tue, 27 Jun 2006 22:10:40 GMT
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I find this fascinating. I don't think we need to spend time arguing what is or isn't possible or how the effect is accomplished, but how it's going to affect gameplay.

How/will the gap obscure targeting? It seems like the gap is going to be much more powerful and useful than it was in RA.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by PointlessAmbler on Tue, 27 Jun 2006 22:20:09 GMT
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So far targeting is left unhindered, but Allied units are cloaked when not firing. Buildings are unaffected, so it's certainly possible to rush the enemy Gap Generator and destroy it before it becomes a real problem.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Chronojam on Tue, 27 Jun 2006 22:26:03 GMT

jonwil wrote on Tue, 27 June 2006 08:26I can tell you now that moving script zones are NOT possible on the renegade engine without a LOT of work.

Pffft, you're just JONWIL. This is Oblivion, High Lord of Modding we're talking about here. With a flick of his hand he has the source code appear in front of him, and with a wave of his magnificent cock he breaks the laws of physics.

Who are YOU to tell him that he can't do something? You're ONLY one of the most prolific Renegade hax0rs around. Seriously Jonwil, give it up; THIS guy's the real thing.

Muffins, the gap is a serious bitch. Allies have perfectly clear sight, other than a call we made to not make the sphere itself invisible to the Allies (this way they know their range, and it's seriously kinda imposing/cool to see). The range is pretty good, and as far as the stationary generator is concerned, we're talking pure potential.

It's a counter for the Tesla Coil, and in the FPS it fulfills this role a lot better than you'd expect. While it can't do damage by itself, it makes targetting anything but the buildings a pain in the ass. In a larger base with strewn-out landmarks you could probably get lost. But even while it does no damage on its own, it gives the defenders a huge boost. Essentially every weapon can fire beyond the visual range of those in the blinding range, so even a technician could give a Soviet soldier a hard time. The mobile version is a bitch on wheels.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Wed, 28 Jun 2006 05:59:21 GMT

Ah welp that is a different story, i thought this gap generator was a building not a moving object. So there you go, alot different than what i remember from Ra; the spinning fork tower.

EDIT:

Chrono, no need to be sarcastic here, I do my best for this community and frankly I get tired of the ack mentality of im this and that and no one else can match it.

As for Jonwil, ive worked with him before and like his company.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Tunaman on Wed, 28 Jun 2006 06:40:20 GMT

There was a mobile gap generator as well..

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Goztow on Wed, 28 Jun 2006 09:39:35 GMT
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Well, this is very close to the real RA then which also had a super bitchy GAP generator. Those things were one of the best assets to the Allies...

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by danpaul88 on Wed, 28 Jun 2006 12:45:19 GMT
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except against the AI which just acted as if they didn't exist

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by jonwil on Wed, 28 Jun 2006 15:31:33 GMT
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I just found what I was looking for (spefically some stuff related to the way the game stores the position/size/transform of a script zone, something called an OBBoxClass comes into it) and I can now make new script zones at runtime. They will require network send (to set the size) but they will work.
They will (along with as much of the other stuff as I can add) go into 2.9 I expect.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Sir Kane on Wed, 28 Jun 2006 16:23:57 GMT
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You know what's funny? I never tried/looked at the scriptzone stuff when I stated above (I did in meanwhile). I do belive you now know how much jonwil is bullshitting.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Sir Kane on Wed, 28 Jun 2006 17:17:15 GMT
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Oblivion165 wrote on Mon, 26 June 2006 22:44You dont make it spherical, you use aliased script zones to create the effect.

Move your box out a distance, create an axis point of zero on your proxy box, and just 360 clones all around, done. It doesnt require "brining down" the walls of basic renegade modding.
Or you just enumerate all soldiers/vehicles/whatnot and check the distance to the gapgenerator.

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Renardin6 on Thu, 29 Jun 2006 15:48:08 GMT
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I love this feature. And to the people who don't like, try to do better!

Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Oblivion165 on Thu, 29 Jun 2006 20:06:37 GMT
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I like it, i would hope for an off switch though.