Subject: colourful
Posted by Veyrdite on Wed, 04 Oct 2006 00:02:12 GMT
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how do you get a vehicle to change to a different colour every time you buy another one, so you dont have to have the same colour every time unless you get a new skin. i want to put this on a map i am making. but i want it to affect the skins the players are using, so if they are using a different skin than to everyone else, their skin still gets modified. i think you can script a colour filter but i dont know if the ren engine supports it. I can't make a skin colour rotataion as that would require set skins ruining the base idea. Can i ghost some colours onto the skins?

would it also be possible to make a transperant layer over the car (in ren/gmax) that has set (rotational) colours?

Subject: Re: colourful
Posted by Zion on Wed, 04 Oct 2006 07:35:32 GMT
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Any skins in the clients Data folder overrides ALL other skins as long as the name is respective.

Subject: Re: colourful
Posted by Veyrdite on Sat, 07 Oct 2006 22:23:04 GMT
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but i want the user to retain the skins, just with a colour filter-i dont want to have presets as that only sets available skins that the server has downloaded, therefore anyskins that the user uses that are experimental or just theirs wont show up. and if i did do that there would be different skins all the time, not just for the colours. and it would take ages modding all those skins.
all i want is a way to change the hue/saturation randomly.

Subject: Re: colourful
Posted by jnz on Sat, 07 Oct 2006 23:24:24 GMT
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yes it is possible but you need to know how to edit the renegade engine...

Subject: Re: colourful
Posted by Veyrdite on Sun, 08 Oct 2006 23:10:54 GMT
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oh, dahm,

cant i just edit the vehicle models and cover them in vertex paint?

Subject: Re: colourful
Posted by Zion on Sun, 08 Oct 2006 23:26:47 GMT
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Vertex paint is usually used for Alpha Blending and will not render at the time of load.

Just take the skin in Photoshop and shade it, then keep the original name and place in Data to override.

Subject: Re: colourful
Posted by Veyrdite on Mon, 09 Oct 2006 01:15:09 GMT
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vertex paint simply holds its colour on maps if you dont click valpha, i thought it would be the same on a hierarchical models.

and no, for the final time i do not want to use presets in the export folder for skins-reread my other posts if you dont know why.