Subject: Permeable surfaces?
Posted by Veyrdite on Fri, 16 Nov 2007 22:14:36 GMT
View Forum Message <> Reply to Message

What do they do in renegade? As in relation to their normal surface counterparts.

Subject: Re: Permeable surfaces?
Posted by crazfulla on Sat, 17 Nov 2007 00:29:59 GMT
View Forum Message <> Reply to Message

I suspect this setting makes glass 'breakable'

Subject: Re: Permeable surfaces?
Posted by nopol10 on Sat, 17 Nov 2007 00:45:34 GMT
View Forum Message <> Reply to Message

Permeable=Can be shot through but not "breakable".

To get breakable things like glass, you need to check on Shatter in the W3D section of gmax.

Subject: Re: Permeable surfaces?
Posted by R315r4z0r on Sat, 17 Nov 2007 02:51:53 GMT
View Forum Message <> Reply to Message

A surface that has the projectile option enabled, however you still can shoot through it. Stuff like foliage (tree leaves)

Subject: Re: Permeable surfaces?
Posted by Veyrdite on Sat, 17 Nov 2007 03:11:23 GMT
View Forum Message <> Reply to Message

How would someone need to use it? As in why?
Does it load faster, or have a different property, such as not displaying the hud around an object while targeting through the mesh?

Subject: Re: Permeable surfaces?
Posted by Yrr on Sat, 17 Nov 2007 04:20:30 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Sat, 17 November 2007 04:11How would someone need to use it? As in why?

Does it load faster, or have a different property, such as not displaying the hud around an object while targeting through the mesh?

Afaik do permeable surfaces not block C4, while non-permeable surfaces do.

Subject: Re: Permeable surfaces?
Posted by Slave on Sat, 17 Nov 2007 15:44:11 GMT
View Forum Message <> Reply to Message

Inside your mod folder, you can find a pretty convenient explaination here:

HowTo\W3D Tutorials\content\w3d_mated_interface.htm

Subject: Re: Permeable surfaces?
Posted by Veyrdite on Sun, 18 Nov 2007 02:58:56 GMT
View Forum Message <> Reply to Message

Quote:(permeable meaning you can put a hole in it)
Ah, thanks

Subject: Re: Permeable surfaces?
Posted by Jerad2142 on Sun, 18 Nov 2007 23:02:59 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Fri, 16 November 2007 20:11How would someone need to use it? As in why? Does it load faster, or have a different property, such as not displaying the hud around an object while targeting through the mesh?
If you go into surfaceeffects.ini and screw with the settings you can make your own terrain/skin types/effects.

Subject: Re: Permeable surfaces?
Posted by Cpo64 on Tue, 20 Nov 2007 22:52:20 GMT
View Forum Message <> Reply to Message

Use the permeable setting on things you would be able to shoot threw in life. Like fabric, loose foliage, thin wood, flesh, etc.

Nothing blocks c4 explosions in renegade, that feature isn't currently possible in a non-hacked version. May not even be possible at all.