
Subject: Jonwil/scripts
Posted by [JohnDoe](#) on Tue, 12 Feb 2008 00:28:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

Subject: Re: Jonwil/scripts
Posted by [Genesis2001](#) on Tue, 12 Feb 2008 03:37:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil is not releasing another scripts.dll. Ever.
Jared Gray, afaik, is the new Scripts.dll coder.

~Zack

Subject: Re: Jonwil/scripts
Posted by [Ryu](#) on Tue, 12 Feb 2008 03:43:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Tue, 12 February 2008 00:28Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

It would take more than scripts.dll and shaders to actually get Renegade to use anisotropic filtering.

I could be wrong, but it would still require a lot of time and work.

Shiny stealth effects can be done though.

Subject: Re: Jonwil/scripts
Posted by [saberhawk](#) on Tue, 12 Feb 2008 05:09:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ryu wrote on Mon, 11 February 2008 21:43JohnDoe wrote on Tue, 12 February 2008 00:28Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

It would take more than scripts.dll and shaders to actually get Renegade to use anisotropic filtering.

I could be wrong, but it would still require a lot of time and work.

Shiny stealth effects can be done though.

Anisotropic filtering is easy, it just was never done.

As for that shiny SBH stuff, never going to be released to the public. It was a testbed for the "ALS" shader in apbshaders.dll

Subject: Re: Jonwil/scripts
Posted by [JohnDoe](#) on Tue, 12 Feb 2008 13:37:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, that's a shame...good luck with whatever you're doing now.

Subject: Re: Jonwil/scripts
Posted by [LR01](#) on Tue, 12 Feb 2008 16:50:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Tue, 12 February 2008 14:37Well, that's a shame...good luck with whatever you're doing now.

well, yes

Subject: Re: Jonwil/scripts
Posted by [Jerad2142](#) on Tue, 12 Feb 2008 16:50:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Mon, 11 February 2008 22:09Ryu wrote on Mon, 11 February 2008 21:43JohnDoe wrote on Tue, 12 February 2008 00:28Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

It would take more than scripts.dll and shaders to actually get Renegade to use anisotropic filtering.

I could be wrong, but it would still require a lot of time and work.

Shiny stealth effects can be done though.

Anisotropic filtering is easy, it just was never done.

As for that shiny SBH stuff, never going to be released to the public. It was a testbed for the "ALS" shader in apbshaders.dll

I just force it on the game through the graphics card settings menu.

Subject: Re: Jonwil/scripts
Posted by [The Executor](#) on Tue, 12 Feb 2008 16:51:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do you force it thought the game to do that? Can you give pictures? Or a more clearer explanation.

Subject: Re: Jonwil/scripts
Posted by [LR01](#) on Tue, 12 Feb 2008 16:52:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

MSwindows wrote on Tue, 12 February 2008 17:51How do you force it thought the game to do that? Can you give pictures? Or a more clearer explanation.

nvidia?

Subject: Re: Jonwil/scripts
Posted by [Gen_Blacky](#) on Tue, 12 Feb 2008 20:39:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

if some 1 wanted to bump map every thing it would look shiny without shaders

Subject: Re: Jonwil/scripts
Posted by [saberhawk](#) on Tue, 12 Feb 2008 20:57:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Tue, 12 February 2008 14:39if some 1 wanted to bump map every thing it would look shiny without shaders

Shiny, but retarded and slower

Subject: Re: Jonwil/scripts
Posted by [Renx](#) on Tue, 12 Feb 2008 21:52:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

Subject: Re: Jonwil/scripts
Posted by [Scrin](#) on Tue, 12 Feb 2008 22:17:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Tue, 12 February 2008 15:52I like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

wtf?

Subject: Re: Jonwil/scripts
Posted by [mr£Ä\\$Ä-z](#) on Tue, 12 Feb 2008 22:32:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

JFW_Wireframe_Mode , 0,1,2

Subject: Re: Jonwil/scripts
Posted by [cnc95fan](#) on Tue, 12 Feb 2008 23:46:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks like a phail version of wireframe. LE > F9.

Subject: Re: Jonwil/scripts
Posted by [Canadacdn](#) on Wed, 13 Feb 2008 00:10:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Mon, 11 February 2008 18:28: Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

Phase 1: Download the 'Extended Renegade Config'. Change filtering to anisotropic.

Phase 2: ???????

Phase 3: Profit!

Subject: Re: Jonwil/scripts
Posted by [JohnDoe](#) on Wed, 13 Feb 2008 01:41:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it work with the newest scripts? 3.44 or w/e

Subject: Re: Jonwil/scripts
Posted by [saberhawk](#) on Wed, 13 Feb 2008 02:08:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Tue, 12 February 2008 15:52: I like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

Oh if only it wasn't just 8 lines of code and actually impressive.

Edit: Here, have a diff

Toggle Spoiler

```
--- shaders.cpp 2007-08-15 17:11:06.000000000 -0700
+++ shaders.cpp 2008-02-12 18:20:42.545462000 -0800
@@ -215,6 +215,15 @@
```

```
HRESULT DefaultShaderPluginClass::OnRender(unsigned int primitive_type, unsigned short
start_index, unsigned short polygon_count, unsigned short min_vertex_index, unsigned short
vertex_count)
```

```
{
+ if ((render_state->Textures[0] != NULL) &&
+ (strcmp(render_state->Textures[0]->Name,"stealth_effect.tga") == 0))
+ {
+   StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_WIREFRAME);
+ }
+ else
+ {
```

```
+ StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_SOLID);
+ }
+
+ if (ShaderHooks && !pluginsRequired)
+ {
+     if (ShaderCheckMaterial)
```

File Attachments

1) [notimpressed.jpg](#), downloaded 391 times



Subject: Re: Jonwil/scripts
Posted by [Ethenal](#) on Wed, 13 Feb 2008 02:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Inferiority complex anyone?

Subject: Re: Jonwil/scripts
Posted by [saberhawk](#) on Wed, 13 Feb 2008 02:46:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Eh, not really. Silent_Kane made a version to "show off" I'm guessing, and then I duplicated the effect in about 5 minutes.

Subject: Re: Jonwil/scripts
Posted by [BlueThen](#) on Wed, 13 Feb 2008 03:03:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 12 February 2008 20:46 Eh, not really. Silent_Kane made a version to "show off" I'm guessing, and then I duplicated the effect in about 5 minutes. Out of curiosity, what's SK's version?

Subject: Re: Jonwil/scripts
Posted by [saberhawk](#) on Wed, 13 Feb 2008 03:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Part of his HUD, the one Espion linked to.

Subject: Re: Jonwil/scripts
Posted by [Jerad2142](#) on Wed, 13 Feb 2008 03:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

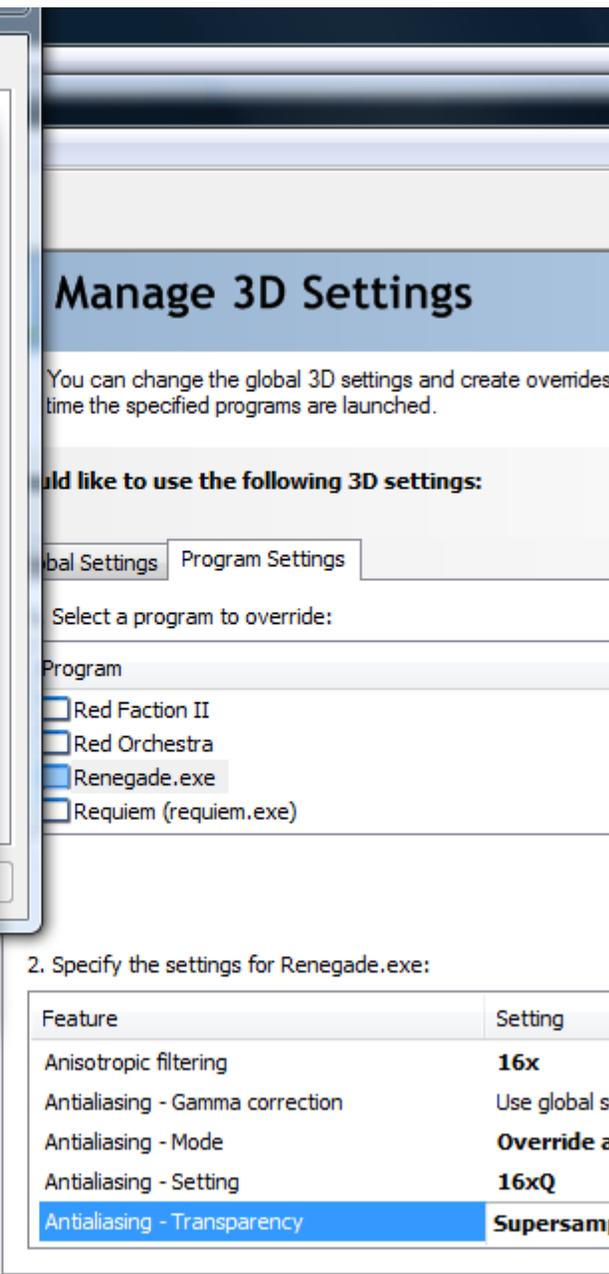
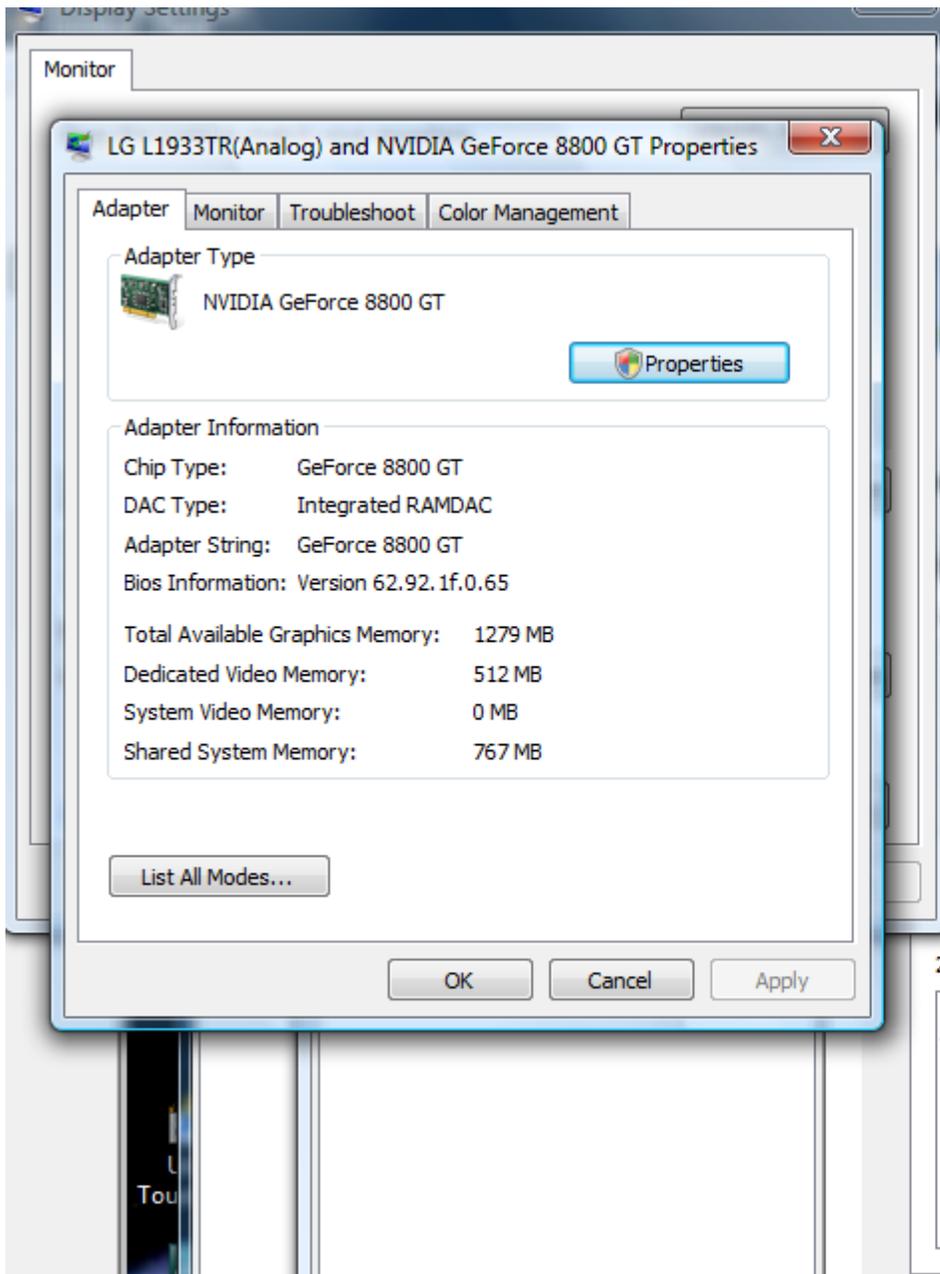
LR01 wrote on Tue, 12 February 2008 09:52 MSwindows wrote on Tue, 12 February 2008 17:51 How do you force it thought the game to do that? Can you give pictures? Or a more clearer explanation.

nvidia?

(I didn't use these actual settings as I have yet to set it back up and this is on vista so its not exactly the same, but it does work for the Nvidia 5500 +.

File Attachments

1) [pic.png](#), downloaded 569 times



Subject: Re: Jonwil/scripts
 Posted by [Dover](#) on Wed, 13 Feb 2008 03:56:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I need to get me an 8800...
 Or two...

Subject: Re: Jonwil/scripts
 Posted by [Cunin](#) on Wed, 13 Feb 2008 06:55:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

wtf with this talking about anisotropic filtering? The option is right there in the original config tool, only that you can't select the strength. Anyway you can force it from the driver's control panel, as suggested already. I always force AF to all games.

If you got an ATI you can access it by right-clicking the ATI icon on the systray (near the clock), and select 3D Settings>Anisotropic Filtering>[your choice]

Subject: Re: Jonwil/scripts

Posted by [Scrin](#) on Wed, 13 Feb 2008 07:44:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 12 February 2008 20:08Renx wrote on Tue, 12 February 2008 15:52I like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

Oh if only it wasn't just 8 lines of code and actually impressive.

Edit: Here, have a diff

Subject: Re: Jonwil/scripts

Posted by [saberhawk](#) on Wed, 13 Feb 2008 08:06:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's in shaders.cpp actually, but what are the errors you are getting?

Subject: Re: Jonwil/scripts

Posted by [Scrin](#) on Wed, 13 Feb 2008 08:18:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Wed, 13 February 2008 02:06It's in shaders.cpp actually, but what are the errors you are getting?

Subject: Re: Jonwil/scripts

Posted by [Sir Kane](#) on Wed, 13 Feb 2008 10:51:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

How about you just paste the errors? lol

Subject: Re: Jonwil/scripts

Posted by [reborn](#) on Wed, 13 Feb 2008 10:54:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Wed, 13 February 2008 05:51How about you just paste the errors? lol

He want's to do it in private so he can post a screenshot too showing off his work, that no one else gets to use. Followed shortly by "jelos my wireframe?".

Subject: Re: Jonwil/scripts

Posted by [Sir Kane](#) on Wed, 13 Feb 2008 11:00:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Wed, 13 February 2008 11:54Sir Kane wrote on Wed, 13 February 2008 05:51How about you just paste the errors? lol

He want's to do it in private so he can post a screenshot too showing off his work, that no one else gets to use. Followed shortly by "jelos my wireframe?".

jelos my erros?

Subject: Re: Jonwil/scripts

Posted by [Sir Kane](#) on Wed, 13 Feb 2008 11:11:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Tue, 12 February 2008 18:10JohnDoe wrote on Mon, 11 February 2008 18:28Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

Phase 1: Download the 'Extended Renegade Config'. Change filtering to anisotropic.

Phase 2: ???????

Phase 3: Profit!

Wtf, how did my shitty application make it there? lol

Subject: Re: Jonwil/scripts

Posted by [mrÃ£Ã§Ã·z](#)

on Wed, 13 Feb 2008 11:34:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Edit Button...

Subject: Re: Jonwil/scripts

Posted by [Ryu](#) on Wed, 13 Feb 2008 11:59:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Wed, 13 February 2008 11:11
Canadacdn wrote on Tue, 12 February 2008 18:10
JohnDoe wrote on Mon, 11 February 2008 18:28
Are you guys still working on scripts?
Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

Phase 1: Download the 'Extended Renegade Config'. Change filtering to anisotropic.

Phase 2: ???????

Phase 3: Profit!

Wtf, how did my shitty application make it there? lol

Yeah it is pretty shitty.

Subject: Re: Jonwil/scripts

Posted by [Renx](#) on Wed, 13 Feb 2008 12:12:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 12 February 2008 22:08
Renx wrote on Tue, 12 February 2008 15:52
like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

Oh if only it wasn't just 8 lines of code and actually impressive.

Edit: Here, have a diff

Toggle Spoiler

--- shaders.cpp 2007-08-15 17:11:06.000000000 -0700

+++ shaders.cpp 2008-02-12 18:20:42.545462000 -0800

@ @ -215,6 +215,15 @ @

```

HRESULT DefaultShaderPluginClass::OnRender(unsigned int primitive_type, unsigned short
start_index, unsigned short polygon_count, unsigned short min_vertex_index, unsigned short
vertex_count)
{
+ if ((render_state->Textures[0] != NULL) &&
(strcmp(render_state->Textures[0]->Name,"stealth_effect.tga") == 0))
+ {
+   StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_WIREFRAME);
+ }
+ else
+ {
+   StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_SOLID);
+ }
+
  if (ShaderHooks && !pluginsRequired)
  {
    if (ShaderCheckMaterial)

```

Is there like a 1000 line minimum for something to qualify as "cool" these days? You're trying to hard if that's the case...

Subject: Re: Jonwil/scripts
 Posted by [Ethenal](#) on Wed, 13 Feb 2008 22:45:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Wed, 13 February 2008 06:12Saberhawk wrote on Tue, 12 February 2008 22:08Renx wrote on Tue, 12 February 2008 15:52I like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

Oh if only it wasn't just 8 lines of code and actually impressive.

Edit: Here, have a diff

Toggle Spoiler

```

--- shaders.cpp 2007-08-15 17:11:06.000000000 -0700
+++ shaders.cpp 2008-02-12 18:20:42.545462000 -0800
@@ -215,6 +215,15 @@

```

```

HRESULT DefaultShaderPluginClass::OnRender(unsigned int primitive_type, unsigned short
start_index, unsigned short polygon_count, unsigned short min_vertex_index, unsigned short
vertex_count)
{
+ if ((render_state->Textures[0] != NULL) &&

```

```
(strcmp(render_state->Textures[0]->Name,"stealth_effect.tga") == 0))
+ {
+ StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_WIREFRAME);
+ }
+ else
+ {
+ StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_SOLID);
+ }
+
+ if (ShaderHooks && !pluginsRequired)
+ {
+ if (ShaderCheckMaterial)
```

Is there like a 1000 line minimum for something to qualify as "cool" these days? You're trying to hard if that's the case...

Like I said, inferiority complex...

Subject: Re: Jonwil/scripts

Posted by [LR01](#) on Thu, 14 Feb 2008 07:55:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ryu wrote on Wed, 13 February 2008 12:59 Sir Kane wrote on Wed, 13 February 2008 11:11 Canadacdn wrote on Tue, 12 February 2008 18:10 JohnDoe wrote on Mon, 11 February 2008 18:28 Are you guys still working on scripts? Would be nice if you could add an ingame anisotropic filtering option just like with anti-aliasing...thanks.

Oh and what about that shiny SBH shading stuff?

Phase 1: Download the 'Extended Renegade Config'. Change filtering to anisotropic.

Phase 2: ??????

Phase 3: Profit!

Wtf, how did my shitty application make it there? lol

I don't think it is that bad, nice skipping

Yeah it is pretty shitty.

Subject: Re: Jonwil/scripts
Posted by [The Executor](#) on Thu, 14 Feb 2008 13:28:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I love that program nice job!

It gave me like another 5 FPS so now it is 26 instead of 21.
