Subject: Jonwil/scripts
Posted by JohnDoe on Tue, 12 Feb 2008 00:28:35 GMT
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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
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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
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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
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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.

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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
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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
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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
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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.

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

Subject: Re: Jonwil/scripts
Posted by LR01 on Tue, 12 Feb 2008 16:52:53 GMT
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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 explaination.

nvidia?

Subject: Re: Jonwil/scripts
Posted by Gen_Blacky on Tue, 12 Feb 2008 20:39:32 GMT
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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
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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
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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
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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 mrÃ£Ã§Ä·z   on Tue, 12 Feb 2008 22:32:35 GMT
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JFW_Wireframe_Mode , 0,1,2

Subject: Re: Jonwil/scripts
Posted by cnc95fan on Tue, 12 Feb 2008 23:46:18 GMT
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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
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JohnDoe 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!

Subject: Re: Jonwil/scripts
Posted by JohnDoe on Wed, 13 Feb 2008 01:41:57 GMT
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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
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Renx 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)
```

File Attachments

1) notimpressed.jpg, downloaded 126 times

Subject: Re: Jonwil/scripts
Posted by Ethenal on Wed, 13 Feb 2008 02:11:18 GMT
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Inferiority complex anyone?

Subject: Re: Jonwil/scripts
Posted by saberhawk on Wed, 13 Feb 2008 02:46:07 GMT
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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 20:46Eh, 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 curiousity, what's SK's version?

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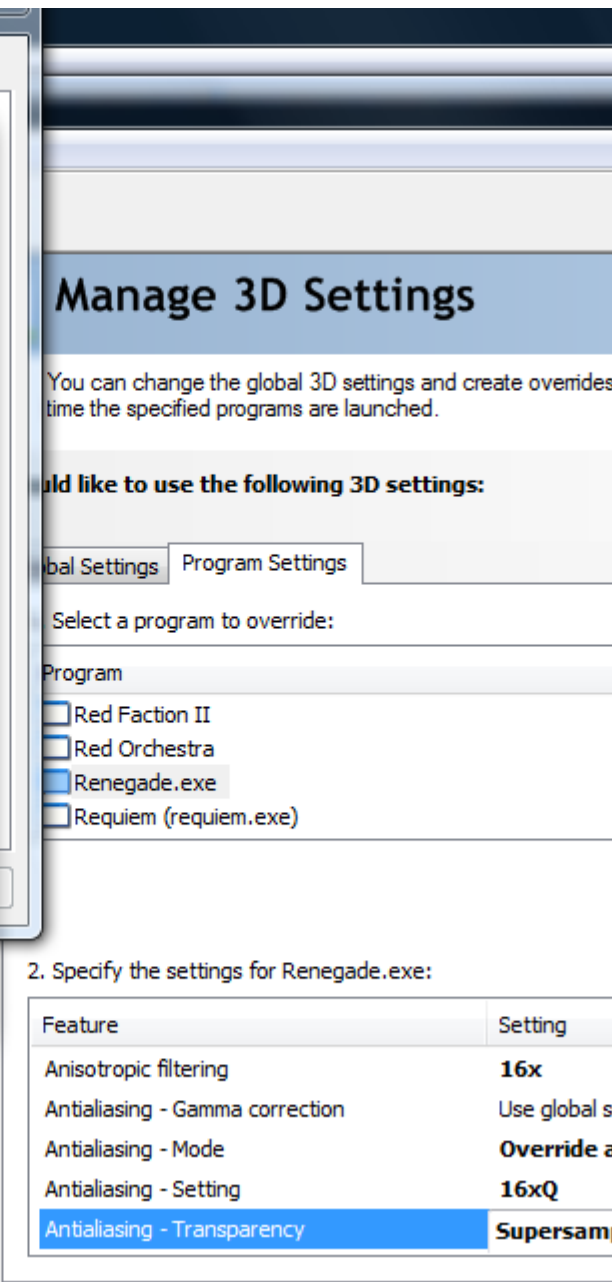View Forum Message <> Reply to Message

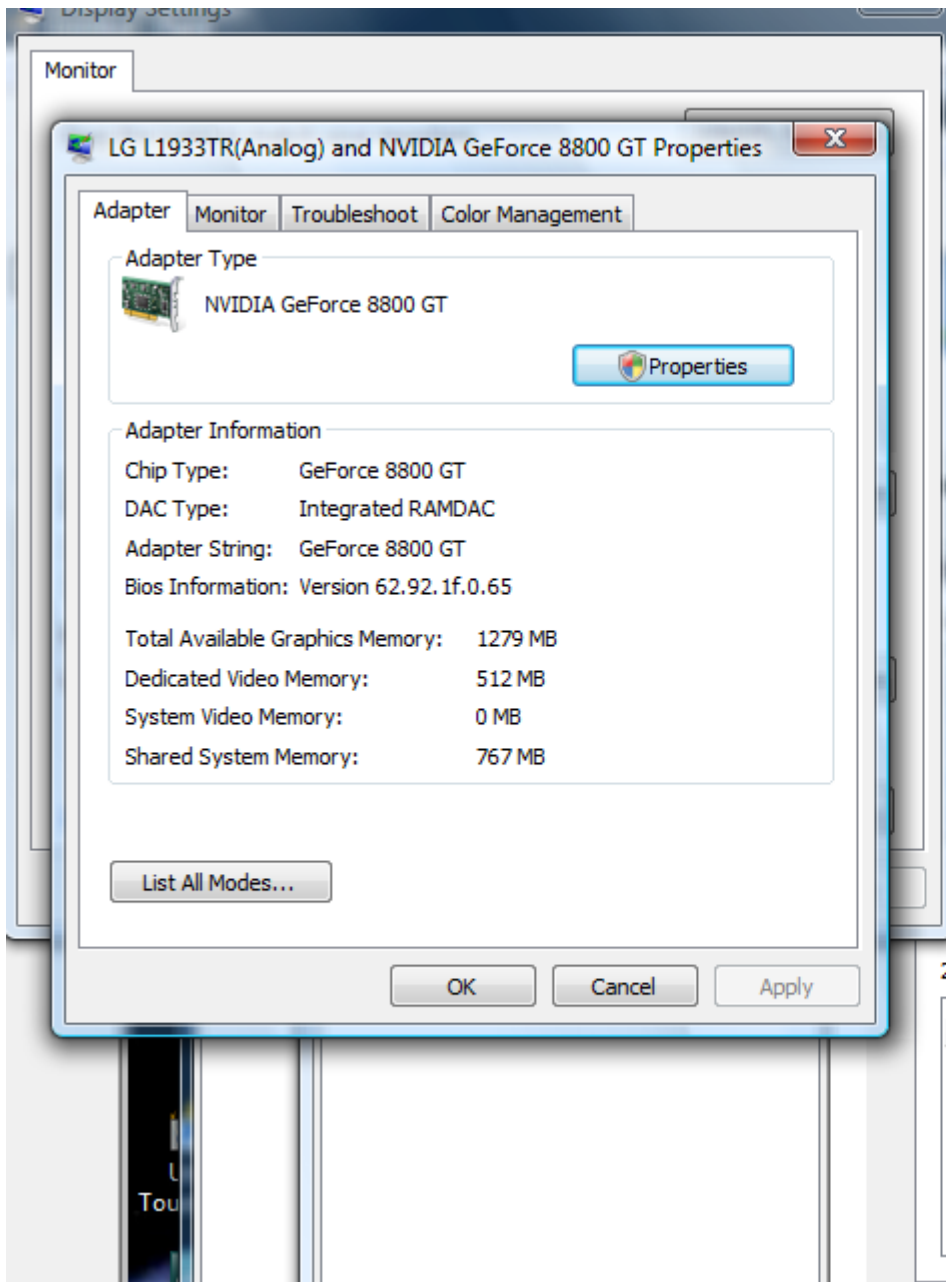LR01 wrote on Tue, 12 February 2008 09:52MSwindows wrote on Tue, 12 February 2008 17:51How do you force it thought the game to do that? Can you give pictures? Or a more clearer explaination.

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 Nvida 5500 +.

File Attachments
1) pic.png, downloaded 320 times

Display Settings

Monitor

LG L1933TR(Analog) and NVIDIA GeForce 8800 GT Properties ✕

Adapter | Monitor | Troubleshoot | Color Management

Adapter Type

NVIDIA GeForce 8800 GT

🛡 Properties

Adapter Information

Chip Type: GeForce 8800 GT
DAC Type: Integrated RAMDAC
Adapter String: GeForce 8800 GT
Bios Information: Version 62.92.1f.0.65

Total Available Graphics Memory: 1279 MB
Dedicated Video Memory: 512 MB
System Video Memory: 0 MB
Shared System Memory: 767 MB

List All Modes...

OK | Cancel | Apply

Manage 3D Settings

You can change the global 3D settings and create overrides
time the specified programs are launched.

...uld like to use the following 3D settings:

...bal Settings | Program Settings

Select a program to override:

Program

☐ Red Faction II
☐ Red Orchestra
☐ Renegade.exe
☐ Requiem (requiem.exe)

2. Specify the settings for Renegade.exe:

Feature	Setting
Anisotropic filtering	**16x**
Antialiasing - Gamma correction	Use global s...
Antialiasing - Mode	**Override a...**
Antialiasing - Setting	**16xQ**
Antialiasing - Transparency	**Supersamp...**

Subject: Re: Jonwil/scripts
Posted by Dover on Wed, 13 Feb 2008 03:56:23 GMT
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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

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

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

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

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
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How about you just paste the errors? lol

Subject: Re: Jonwil/scripts
Posted by reborn on Wed, 13 Feb 2008 10:54:25 GMT
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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
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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
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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§Ä·z on Wed, 13 Feb 2008 11:34:13 GMT
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Edit Button...

Subject: Re: Jonwil/scripts
Posted by Ryu on Wed, 13 Feb 2008 11:59:32 GMT
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Sir Kane wrote on Wed, 13 February 2008 11:11Canadacdn 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.

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

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  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...

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Posted by Ethenal on Wed, 13 Feb 2008 22:45:01 GMT
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Page 12 of 14 ---- Generated from   Command and Conquer: Renegade Official Forums

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Like I said, inferiority complex...

Subject: Re: Jonwil/scripts
Posted by LR01 on Thu, 14 Feb 2008 07:55:51 GMT
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Ryu wrote on Wed, 13 February 2008 12:59Sir Kane wrote on Wed, 13 February 2008 11:11Canadacdn 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.

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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

I love that program nice job!

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