
Subject: Mirrors

Posted by [_SSnipe_](#) on Sun, 20 Apr 2008 21:40:08 GMT

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Can renegade have mirrors? like if i wanted to make a skin or edit something to see the players reflection....

Subject: Re: Mirrors

Posted by [cnc95fan](#) on Sun, 20 Apr 2008 21:58:27 GMT

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IDK.

Doubt it TBH.

Subject: Re: Mirrors

Posted by [GEORGE ZIMMER](#) on Sun, 20 Apr 2008 22:32:16 GMT

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I'm pretty sure it's not. Although, that'd definetly be something to work for.

Subject: Re: Mirrors

Posted by [KobraOps](#) on Mon, 21 Apr 2008 02:17:55 GMT

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Um i could be completely wrong but this might be something ur looking for

19_reflec1.dds

Subject: Re: Mirrors

Posted by [saberhawk](#) on Mon, 21 Apr 2008 02:54:30 GMT

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Not even close. Renegade doesn't support reflections. Sorry.

Subject: Re: Mirrors

Posted by [Jerad2142](#) on Mon, 21 Apr 2008 14:47:42 GMT

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Saberhawk wrote on Sun, 20 April 2008 20:54 Not even close. Renegade doesn't support reflections. Sorry.

It could be done through shaders.dll if I am correct though? I mean if apb could get that cool cloaking effect.

Subject: Re: Mirrors

Posted by [LR01](#) on Mon, 21 Apr 2008 15:28:59 GMT

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Jerad Gray wrote on Mon, 21 April 2008 16:47Saberhawk wrote on Sun, 20 April 2008 20:54Not even close. Renegade doesn't support reflections. Sorry.
It could be done through shaders.dll if I am correct though? I mean if apb could get that cool cloaking effect.

who knows, well, I do know that the original Renegade doesn't support reflection in anyway for 19_reflec1.dds , there is also water_reflect.dds but that doesn't reflect

who knows if shaders.dll supports reflection?
but I think however that if it is possible, it would have been done

Subject: Re: Mirrors

Posted by [_SSnipe_](#) on Mon, 21 Apr 2008 21:40:00 GMT

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Jerad Gray wrote on Mon, 21 April 2008 07:47Saberhawk wrote on Sun, 20 April 2008 20:54Not even close. Renegade doesn't support reflections. Sorry.
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i wish iu could get that bad ass cloak effect on ren

Subject: Re: Mirrors

Posted by [Jerad2142](#) on Mon, 21 Apr 2008 22:51:33 GMT

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SSnipe wrote on Mon, 21 April 2008 15:40Jerad Gray wrote on Mon, 21 April 2008 07:47Saberhawk wrote on Sun, 20 April 2008 20:54Not even close. Renegade doesn't support reflections. Sorry.
It could be done through shaders.dll if I am correct though? I mean if apb could get that cool cloaking effect.
i wish iu could get that bad ass cloak effect on ren
If I was doing so much scripting, working on Renhalo and Rp2 I would probably look into saberhawk's coding and try to figure out how it works, but at the moment I don't see that happening any time soon, but everyone else is welcome to, he said it would be possible threw a plugin.

Subject: Re: Mirrors

Posted by [R315r4z0r](#) on Mon, 21 Apr 2008 23:44:10 GMT

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I can think of one way that it would work, but it would have to be done in a very specific way and it would also require more ware and tare on your hardware.

It would require duplicating the entire map.

Subject: Re: Mirrors

Posted by [_SSnipe_](#) on Tue, 22 Apr 2008 14:31:45 GMT

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R315r4z0r wrote on Mon, 21 April 2008 16:44I can think of one way that it would work, but it would have to be done in a very specific way and it would also require more ware and tare on your hardware.

It would require duplicating the entire map.

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