Subject: Look!

Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 18:05:59 GMT

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Look Renegade can have Reflective Textures!

Standard Medium Tank (Normall)
Mammoth Tank (Reflective)

That adds more Realistic Effect!!!

File Attachments
1) ScreenShot05.jpg, downloaded 1289 times

SUN

Credits: 98546

2) ScreenShot08.jpg, downloaded 1301 times

Subject: Re: Look!
Posted by CarrierII on Thu, 22 May 2008 18:24:55 GMT
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Care to explain how / release?

Subject: Re: Look!
Posted by F1r3st0rm on Thu, 22 May 2008 18:37:30 GMT
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Isnt that just new shaders.dll

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 18:38:20 GMT
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not just shaders.dll

Subject: Re: Look!
Posted by IronWarrior on Thu, 22 May 2008 18:51:44 GMT
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Looks like shaders.dll to me.

Subject: Re: Look!
Posted by cmatt42 on Thu, 22 May 2008 18:54:49 GMT
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IronWarrior wrote on Thu, 22 May 2008 13:51Looks like shaders.dll to me.
Although with jonwil gone, mine are still messed up.

Okay, I'll humor you. Are these "truly" reflective or do they just look the part? Move the tank
around and give us shots of those different angles.

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 18:55:47 GMT
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Shaders.dll + Extra Textures

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 18:59:42 GMT
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When im done and all works PERFECT then i will release it, just like roShAmBo and the guy
Reborn said "Peoples should release theyr stuff"

and the Reflective is moving im gonna make a short video =D

EDIT FUCK i missed the Edit Button

Subject: Re: Look!
Posted by saberhawk on Thu, 22 May 2008 20:59:33 GMT
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Having support for per pixel specular lighting does not mean that reflective surfaces are
supported. They aren't. This looks like the stock 3.4 era shader applied with a few new normal
maps (evidenced by the single light source). Although, it is rather nice to have somebody finally
reading the manual and doing nice things using shaders.dll

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 21:04:30 GMT
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I didnt read i just looked at the Source

Subject: Re: Look!
Posted by saberhawk on Thu, 22 May 2008 21:16:13 GMT
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Even better. Did you end up doing any code changes?

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 22:40:58 GMT
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just for displaying building health bar, about the "reflects" you need to make new .dds files, edit
shader.sdb

Subject: Re: Look!

Posted by _SSnipe_ on Fri, 23 May 2008 00:19:22 GMT

im confussed on what you guys are saying...etherway will my fps drop cause i dont sue shaders lol

---

Subject: Re: Look!
Posted by saberhawk on Fri, 23 May 2008 01:01:24 GMT

madrackz wrote on Thu, 22 May 2008 17:40just for displaying building health bar, about the "reflects" you need to make new .dds files, edit shader.sdb
Yeah, make the normal maps and then edit shaders.sdb to add them in (I should know, I wrote the code). So you didn't do any changes to the .fx file or the ProgrammableShaderClass, right?

Subject: Re: Look!
Posted by nopol10 on Fri, 23 May 2008 01:30:00 GMT

Oh look! More "reflective" stuff! (They're just normal maps...)

File Attachments
1) Game2 2008-05-23 08-50-37-03.jpg, downloaded 975 times

Cred

Subject: Re: Look!
Posted by _SSnipe_ on Fri, 23 May 2008 02:53:51 GMT
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does this effect your fps for bad pc's?

Subject: Re: Look!
Posted by nopol10 on Fri, 23 May 2008 03:56:53 GMT
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Bad PC? Definitely.

Subject: Re: Look!
Posted by _SSnipe_ on Fri, 23 May 2008 04:39:45 GMT
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nopol10 wrote on Thu, 22 May 2008 20:56Bad PC? Definitely.
crap~!

Subject: Re: Look!
Posted by HeavyX101- Left on Fri, 23 May 2008 10:47:58 GMT
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SSnipe wrote on Thu, 22 May 2008 22:53does this effect your fps for bad pc's?
50-60 fps is normal and not that really bad.

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z   on Fri, 23 May 2008 14:20:45 GMT
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See nopol understand it!
anyways what do you mean with normall maps?

Subject: Re: Look!
Posted by saberhawk on Fri, 23 May 2008 21:41:04 GMT
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Normal maps == Those purple textures

Subject: Re: Look!
Posted by Samous Mods on Sat, 24 May 2008 03:29:34 GMT
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hmm nice, did someone gona share that shaders.dll?
Or meybe its dazzle?

Subject: Re: Look!
Posted by saberhawk on Sat, 24 May 2008 06:07:45 GMT
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E3 Beta M01.mix wrote on Fri, 23 May 2008 22:29hmm nice, did someone gona share that
shaders.dll?
Or meybe its dazzle?

Nobody is going to share that shaders.dll, it's the STOCK one. He just defined a shader for those
objects and made the normal maps...

Subject: Re: Look!
Posted by _SSnipe_ on Sat, 24 May 2008 06:11:41 GMT
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im sitll lost

Subject: Re: Look!
Posted by nopol10 on Sat, 24 May 2008 08:46:57 GMT
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A bit off topic, but maybe Saberhawk should start making some new shaders...

Subject: Re: Look!
Posted by Slave on Sat, 24 May 2008 09:40:07 GMT
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In Earth and Beyond, the w3d engine supported a nice metal shader.

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Sat, 24 May 2008 11:21:38 GMT
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Saberhawk how did they made the purple Texture??? (Yes this way i used to make these shaders

work =D

Subject: Re: Look!
Posted by Slave on Sat, 24 May 2008 12:17:32 GMT
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http://ati.amd.com/developer/sdk/radeonsdk/html/tools/toolsplugins.html

Give it a greyscale texture, and it will spit out a normal map. Black is low, white is high.

Subject: Re: Look!
Posted by Samous Mods on Sat, 24 May 2008 13:41:03 GMT
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Saberhawk wrote on Sat, 24 May 2008 01:07E3 Beta M01.mix wrote on Fri, 23 May 2008 22:29hmm nice, did someone gona share that shaders.dll?
Or meybe its dazzle?

Nobody is going to share that shaders.dll, it's the STOCK one. He just defined a shader for those objects and made the normal maps...
dont understand it, sorry, explain?
and this AMD tools is bullshit

Subject: Re: Look!
Posted by Slave on Sat, 24 May 2008 14:48:37 GMT
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That's ok. Fuck you than. Just don't expect me to ever help you with anything ever again.

Subject: Re: Look!
Posted by renalpha on Sat, 24 May 2008 16:14:45 GMT
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lol

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Sat, 24 May 2008 16:32:14 GMT
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Fucking shaders doesnt do anything anymore

Subject: Re: Look!
Posted by saberhawk on Sat, 24 May 2008 22:19:44 GMT
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madrackz wrote on Sat, 24 May 2008 06:21Saberhawk how did they made the purple Texture???
(Yes this way i used to make these shaders work =D
Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop
(http://developer.nvidia.com)

Subject: Re: Look!
Posted by Samous Mods on Sun, 25 May 2008 06:00:15 GMT
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Saberhawk wrote on Sat, 24 May 2008 17:19madrackz wrote on Sat, 24 May 2008
06:21Saberhawk how did they made the purple Texture??? (Yes this way i used to make these
shaders work =D
Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop
(http://developer.nvidia.com)
didnt worked for me, there too many settings.
same blue-white shit with that AMD tools also

Subject: Re: Look!
Posted by saberhawk on Sun, 25 May 2008 06:02:08 GMT
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...

I didn't think *anybody* could mess it up that bad...

Subject: Re: Look!
Posted by _SSnipe_ on Sun, 25 May 2008 06:21:05 GMT
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E3 Beta M01.mix wrote on Sat, 24 May 2008 23:00Saberhawk wrote on Sat, 24 May 2008
17:19madrackz wrote on Sat, 24 May 2008 06:21Saberhawk how did they made the purple
Texture??? (Yes this way i used to make these shaders work =D
Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop
(http://developer.nvidia.com)
didnt worked for me, there too many settings.

same blue-white shit with that AMD tools also

how did u change name of the tank?

Subject: Re: Look!
Posted by Canadacdn on Sun, 25 May 2008 06:55:29 GMT
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SSnipe wrote on Sun, 25 May 2008 01:21E3 Beta M01.mix wrote on Sat, 24 May 2008 23:00Saberhawk wrote on Sat, 24 May 2008 17:19madrackz wrote on Sat, 24 May 2008 06:21Saberhawk how did they made the purple Texture??? (Yes this way i used to make these shaders work =D
Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop (http://developer.nvidia.com)
didnt worked for me, there too many settings.
same blue-white shit with that AMD tools also

how did u change name of the tank?

He used a custom Strings.tdb.

Also, that tank looks like ASS.

Subject: Re: Look!
Posted by _SSnipe_ on Sun, 25 May 2008 07:16:00 GMT
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Canadacdn wrote on Sat, 24 May 2008 23:55SSnipe wrote on Sun, 25 May 2008 01:21E3 Beta M01.mix wrote on Sat, 24 May 2008 23:00Saberhawk wrote on Sat, 24 May 2008 17:19madrackz wrote on Sat, 24 May 2008 06:21Saberhawk how did they made the purple Texture??? (Yes this way i used to make these shaders work =D
Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop (http://developer.nvidia.com)
didnt worked for me, there too many settings.
same blue-white shit with that AMD tools also

how did u change name of the tank?

He used a custom Strings.tdb.

Also, that tank looks like ASS.
how u edit it?

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Sun, 25 May 2008 08:49:33 GMT
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I have no Photoshop

Subject: Re: Look!
Posted by Slave on Sun, 25 May 2008 09:22:36 GMT
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The ati tool runs by itself.
You give it a tga texture, it gives you a tga normalmap.

Subject: Re: Look!
Posted by Samous Mods on Sun, 25 May 2008 10:12:08 GMT
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Slave wrote on Sun, 25 May 2008 04:22The ati tool runs by itself.
You give it a tga texture, it gives you a tga normalmap.
Yes but when i convert back tga to dds, (tga already got that blue-white negative collor) and try to
test it ingame, i see same weird collor and no reflection or anything (my tank screenshot). But np,
im sure noone not gona share that feature anyway.I just noticed Nopol's effect, nothing more...

Subject: Re: Look!
Posted by Renardin6 on Sun, 25 May 2008 11:09:13 GMT
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I am interested.

Subject: Re: Look!
Posted by Scrin on Sun, 25 May 2008 11:22:59 GMT
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Renardin6 wrote on Sun, 25 May 2008 06:09I am interested.
BossDin

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Sun, 25 May 2008 11:36:10 GMT
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im gonna redoo that crap

Subject: Re: Look!
Posted by saberhawk on Sun, 25 May 2008 17:10:12 GMT
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Renardin6 wrote on Sun, 25 May 2008 06:09I am interested.

Renardin, I've been trying to get you to make normal maps for that for *ages*. Now when someone else does it you finally get intrested?

Subject: Re: Look!
Posted by renalpha on Sun, 25 May 2008 17:23:57 GMT
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Scrin wrote on Sun, 25 May 2008 13:22Renardin6 wrote on Sun, 25 May 2008 06:09I am interested.
BossDin
i hate this person so badly u have no idea,
i hate his random replys lol

Subject: Re: Look!
Posted by nopol10 on Mon, 26 May 2008 01:11:24 GMT
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DL link for the normal maps [UPDATED]:
http://www.mediafire.com/?eynivmbgggm

Put the .mix file and the shaders.sdb into the data folder.
The Nod APC and the Nod Harvester's normal maps are screwed up because they share the same material names as their GDI counterparts...

Enjoy!

[EDIT]Updated link contains both the .sdb and the new normalmap.mix with the missing normal textures.

Subject: Re: Look!
Posted by mrÃ£Ã§Ä·z on Mon, 26 May 2008 05:00:29 GMT
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Subject: Re: Look!
Posted by Samous Mods on Mon, 26 May 2008 05:52:43 GMT
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nopol10 wrote on Sun, 25 May 2008 20:11DL link for the normal maps:
http://www.mediafire.com/?10egthfem2t

Put the .mix file and the attached shaders.sdb into the data folder.
The Nod APC and the Nod Harvester's normal maps are screwed up because they share the same material names as their GDI counterparts...

Enjoy!
thank you for download link, but unfortunatly i still havent sun reflections or any other new effects on tanks (like on your screenshot) very sad

---

Subject: Re: Look!
Posted by nopol10 on Mon, 26 May 2008 08:42:29 GMT
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madrackz wrote on Mon, 26 May 2008 13:00
The quickkey you provided for file download was invalid. This is usually caused because the file is no longer stored on Mediafire. This occurs when the file is removed by the originating user or Mediafire.

It works. Canadacdn informed me that I forgot to include 3 normal map textures inside the mix, so I'll get that up ASAP-It's up.

[EDIT] Check above for updated link that fixes some stuff.