Subject: Shaders Video #1
Posted by mrÃ£Ã§Ä·z on Sun, 29 Jun 2008 08:03:01 GMT
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Subject: Re: Shaders Video #1
Posted by saberhawk on Sun, 29 Jun 2008 09:08:02 GMT
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madrackz wrote on Sun, 29 June 2008 03:03CLICKY

No offense, but "the shaders is bad" I appreciate people are finally trying to use shaders, but I'd really recommend waiting for scripts 4.0 to come out as it has shaders that actually work right (and look great!)

Subject: Re: Shaders Video #1
Posted by mrÃ£Ã§Ä·z on Sun, 29 Jun 2008 09:24:43 GMT
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They work right if you do it right   like you see they work perfect for me

---

Subject: Re: Shaders Video #1
Posted by saberhawk on Sun, 29 Jun 2008 10:03:09 GMT
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No, they don't. You'd think I would know, having written them and all...

Toggle Spoiler

Edit: Here, look at the harvester:

Subject: Re: Shaders Video #1
Posted by HeavyX101- Left on Sun, 29 Jun 2008 12:31:02 GMT
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Saberhawk, cant you just be a little nice?

Madrocks could of work hard on it and now he might feel really sad. Man come on, he did a great job. Nice job mate, keep up the good work!

Subject: Re: Shaders Video #1
Posted by mrÃ£Ã§Ä·z on Sun, 29 Jun 2008 12:37:34 GMT
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Saberhawk wrote on Sun, 29 June 2008 05:03No, they don't. You'd think I would know, having written them and all...

Toggle Spoiler

Edit: Here, look at the harvester:

WOW nice work

Subject: Re: Shaders Video #1
Posted by mrÃ£Ã§Ä·z on Sun, 29 Jun 2008 12:40:47 GMT
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Look at the Arty

File Attachments
1) ScreenShot11.jpg, downloaded 667 times

MonkeyX01
Einstellen

NW

200

039

Credits: 94358

Subject: Re: Shaders Video #1
Posted by saberhawk on Sun, 29 Jun 2008 21:02:02 GMT
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HeavyX101 wrote on Sun, 29 June 2008 07:31Saberhawk, cant you just be a little nice? Madrocks could of work hard on it and now he might feel really sad. Man come on, he did a great job. Nice job mate, keep up the good work!

I'm trying to save him some work as shaders 3.4.4 sdb files are completely incompatible with shaders 4.0 shd files.

Anyways, it wouldn't be fair for me to show off shaders with the textures applied, so here is the Nod Artillery with only lights enabled.

Subject: Re: Shaders Video #1
Posted by mrÃ£Ã§Ä·z on Sun, 29 Jun 2008 21:28:40 GMT
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weird looking arty (o_O)

Subject: Re: Shaders Video #1
Posted by saberhawk on Sun, 29 Jun 2008 21:59:27 GMT
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madrackz wrote on Sun, 29 June 2008 16:28weird looking arty (o_O)

Sigh.

Subject: Re: Shaders Video #1
Posted by Caveman on Sun, 29 Jun 2008 23:23:09 GMT
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Saberhawk wrote on Sun, 29 June 2008 22:59madrackz wrote on Sun, 29 June 2008 16:28weird looking arty (o_O)

Sigh.

Could just be my eyes and where I am tired..But I dont see any lighting difference...It just looks like a normal arty.

Subject: Re: Shaders Video #1
Posted by saberhawk on Sun, 29 Jun 2008 23:26:57 GMT
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Caveman wrote on Sun, 29 June 2008 18:23Saberhawk wrote on Sun, 29 June 2008 22:59madrackz wrote on Sun, 29 June 2008 16:28weird looking arty (o_O)

Sigh.

Could just be my eyes and where I am tired..But I dont see any lighting difference...It just looks like a normal arty.

Sadly, it's the lighting on the map. With proper lighting it looks far better.

Subject: Re: Shaders Video #1
Posted by nopol10 on Mon, 30 Jun 2008 12:10:54 GMT
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So the lighting will actually be read from the map itself now?

Subject: Re: Shaders Video #1
Posted by GEORGE ZIMMER on Mon, 30 Jun 2008 14:23:39 GMT
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Why are the wheels shiny?

Anyways, that sounds great, Saberhawk, if map's lighting affects stuff more.

Subject: Re: Shaders Video #1
Posted by HeavyX101- Left on Mon, 30 Jun 2008 14:41:56 GMT
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Cabal8616 wrote on Mon, 30 June 2008 10:23Why are the wheels shiny?

Subject: Re: Shaders Video #1
Posted by LR01 on Mon, 30 Jun 2008 16:13:22 GMT
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I like the shaders thing, gives Renegade a way better look

Subject: Re: Shaders Video #1
Posted by cnc95fan on Mon, 30 Jun 2008 16:14:22 GMT
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HeavyX101 wrote on Mon, 30 June 2008 09:41Cabal8616 wrote on Mon, 30 June 2008
10:23Why are the wheels shiny?

Tell us, oh God of wisdom.

Subject: Re: Shaders Video #1
Posted by saberhawk on Mon, 30 Jun 2008 17:56:02 GMT
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nopol10 wrote on Mon, 30 June 2008 07:10So the lighting will actually be read from the map itself
now?

Well duh, what's the point of having "advanced lighting" if it just ignores all the lighting in maps?

Subject: Re: Shaders Video #1
Posted by Slave on Mon, 30 Jun 2008 19:24:30 GMT
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That's what the old (current) shaders did right?
A normalmapped tank in a tibfield would not color green, and sunlight would reflect inside a
tunnel.

Subject: Re: Shaders Video #1
Posted by saberhawk on Mon, 30 Jun 2008 20:33:57 GMT
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Slave wrote on Mon, 30 June 2008 14:24That's what the old (current) shaders did right?
A normalmapped tank in a tibfield would not color green, and sunlight would reflect inside a tunnel.

Exactly. That's just garbage and completely unacceptable

Subject: Re: Shaders Video #1
Posted by KristyGirl on Mon, 30 Jun 2008 21:07:39 GMT
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Does shaders eat through FPS?

Subject: Re: Shaders Video #1
Posted by saberhawk on Tue, 01 Jul 2008 00:06:20 GMT
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KristyGirl wrote on Mon, 30 June 2008 14:07Does shaders eat through FPS?

scripts.dll 3.4.4's shaders, yes. scripts.dll 4.0's, no.

Subject: Re: Shaders Video #1
Posted by Slave on Tue, 01 Jul 2008 14:59:17 GMT
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