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Subject: Predator Stealth?

Posted by [slosa](#) on Fri, 13 Mar 2009 02:07:21 GMT

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Is it possible to make predator stealth? if you don't know what i mean, it's a movie

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Subject: Re: Predator Stealth?

Posted by [Good-One-Driver](#) on Fri, 13 Mar 2009 02:49:31 GMT

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AVP R IS THE BEST!

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Subject: Re: Predator Stealth?

Posted by [Dreganius](#) on Fri, 13 Mar 2009 07:28:17 GMT

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Very strange, I was discussing this VERY same thing with Reaver11 two days ago on MSN...

Perhaps it can, but it would likely require a Objects.ddb file in order to work.

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Subject: Re: Predator Stealth?

Posted by [Reaver11](#) on Fri, 13 Mar 2009 08:59:46 GMT

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Dreganius wrote on Fri, 13 March 2009 01:28Very strange, I was discussing this VERY same thing with Reaver11 two days ago on MSN...

Perhaps it can, but it would likely require a Objects.ddb file in order to work.

The predator stealth reflects its enviroment and I havent seen mirrors or any kind of reflection in renegade that made it possible.

And it is not gona need an objects file to work.

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Subject: Re: Predator Stealth?

Posted by [mr£ÄŞÄ-z](#) on Fri, 13 Mar 2009 10:23:36 GMT

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I think its possible with shaders

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Subject: Re: Predator Stealth?

Posted by [ArtyWh0re](#) on Fri, 13 Mar 2009 12:04:43 GMT

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I think it might be possible by just simply putting a distorted kind of effect on the Stealth Effect skin. Since the skin is transparent a little distortion or blur will show that something is there in Predator style.

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Subject: Re: Predator Stealth?

Posted by [saberhawk](#) on Fri, 13 Mar 2009 12:36:27 GMT

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Reaver11 wrote on Fri, 13 March 2009 04:59Dreganius wrote on Fri, 13 March 2009 01:28Very strange, I was discussing this VERY same thing with Reaver11 two days ago on MSN...

Perhaps it can, but it would likely require a Objects.ddb file in order to work.

The predator stealth reflects its enviroment and I havent seen mirrors or any kind of reflection in renegade that made it possible.

And it is not gona need an objects file to work.

Close, it refracts.

madrackz wrote on Fri, 13 March 2009 06:23I think its possible with shaders

Well duh.

m00nLiTe wrote on Fri, 13 March 2009 08:04I think it might be possible by just simply putting a distorted kind of effect on the Stealth Effect skin. Since the skin is transparent a little distortion or blur will show that something is there in Predator style.

Which would look fail compared to distorting the scene behind it.

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Subject: Re: Predator Stealth?

Posted by [slosha](#) on Sat, 14 Mar 2009 01:56:16 GMT

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someone should definitely try doing this, because I have no clue how to do it.

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Subject: Re: Predator Stealth?

Posted by [saberhawk](#) on Sat, 14 Mar 2009 13:20:12 GMT

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2GLOCK9S wrote on Fri, 13 March 2009 21:56 someone should definitely try doing this, because I have no clue how to do it.

Already been done for ages; look for it in scripts 4.0 when it comes out.

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Subject: Re: Predator Stealth?

Posted by [mr£ÄŞÄ-z](#) on Sat, 14 Mar 2009 13:25:16 GMT

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Ask APB to get that stealth effect

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Subject: Re: Predator Stealth?

Posted by [saberhawk](#) on Sat, 14 Mar 2009 15:57:59 GMT

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madrackz wrote on Sat, 14 March 2009 09:25 Ask APB to get that stealth effect

And get turned down because they didn't write it (I did) and have no idea how it really works (I do.)

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Subject: Re: Predator Stealth?

Posted by [mr£ÄŞÄ-z](#) on Sun, 15 Mar 2009 10:55:30 GMT

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Ask Saberhawk to get that stealth effect

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Subject: Re: Predator Stealth?

Posted by [saberhawk](#) on Sun, 15 Mar 2009 10:59:02 GMT

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madrackz wrote on Sun, 15 March 2009 06:55 Ask Saberhawk to get that stealth effect

Best you'll get out of me is a description on how to make it yourself.

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Subject: Re: Predator Stealth?

Posted by [Spyder](#) on Sun, 15 Mar 2009 11:10:02 GMT

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I want the description

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Subject: Re: Predator Stealth?

Posted by [mr£Ä\\$Ä-z](#) on Sun, 15 Mar 2009 12:14:51 GMT

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Ask Saberhawk to get the description

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