Subject: TT TEASER! - water rendering and widescreen fix
Posted by Crimson on Tue, 14 Apr 2009 00:33:33 GMT
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Saberhawk showed me a tiny bit of the graphics improvements he's working on for TT's upcoming patch. This includes vastly improved water and scripts.dll 4.0's fix for widescreen monitors. You can click on the images to make them larger in accordance with forum rules about stretching the screen.

Before:

After:

File Attachments
1) Screenshot.17.png, downloaded 2064 times

2) Screenshot.17.thumb.png, downloaded 4487 times

3) before.thumb.png, downloaded 4643 times

---

4) before.png, downloaded 1754 times

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ChewML on Tue, 14 Apr 2009 00:35:05 GMT
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That is sexy

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by dr3w2 on Tue, 14 Apr 2009 00:35:05 GMT
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Omg cool *insert all other remarks by people*

Anyways saberhawk is teh gfx pro

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [NE]Fobby[GEN] on Tue, 14 Apr 2009 00:40:05 GMT
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Good job Saberhawk

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Dethdeath on Tue, 14 Apr 2009 00:40:05 GMT
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Amazing

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Muad Dib15 on Tue, 14 Apr 2009 00:43:29 GMT
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insert-(family guy) the clapping and laughing idiotically guy

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by InternetThug on Tue, 14 Apr 2009 00:57:00 GMT
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i jizzed myself

Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by MGamer on Tue, 14 Apr 2009 01:04:27 GMT
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it looks good compared to the old water but actualy it looks more like chrome

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by AngeLFaN on Tue, 14 Apr 2009 01:06:29 GMT
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Thats some good work guys

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Starbuzzz on Tue, 14 Apr 2009 01:07:23 GMT
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That is beautiful. Thanks, Saberhawk.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Tue, 14 Apr 2009 01:24:10 GMT
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nice

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by JeepRubi on Tue, 14 Apr 2009 01:53:37 GMT
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Where did my post go? Someone's bitter.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Tue, 14 Apr 2009 02:01:21 GMT
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are there going to be alot of upgrades to make renegade look good? and maybe a curved surfaces option

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by _SSnipe_ on Tue, 14 Apr 2009 02:18:47 GMT
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Im guessing you need good video card to view this

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrÃ£Ã§Ä·z on Tue, 14 Apr 2009 02:58:30 GMT
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Very nice   , egh from now to friday im not at home (work)

Can you get something to make Textures will come out much cooler? just like in the new Games somehow

And thanks Crimson now i know how to make Thumbnails lol

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BLÃ»Îµl4Î²ÃªL on Tue, 14 Apr 2009 03:19:30 GMT
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This is the BEST renegade update i've EVER seen.. dude that water looks so real, i wanna drink it

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Tue, 14 Apr 2009 03:26:23 GMT
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BLuel4bel wrote on Mon, 13 April 2009 22:19This is the BEST renegade update i've EVER seen..
dude that water looks so real, i wanna drink it
wont get u drunk

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BLÃ»Îµl4Î²ÃªL on Tue, 14 Apr 2009 03:30:47 GMT
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u forgot its islands water noob!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Tue, 14 Apr 2009 03:31:48 GMT
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fill it with bicardi!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Tue, 14 Apr 2009 03:42:01 GMT
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this is awesome effect!!!!!! he is realy ShAdErHaWk!!
thank you Crimsy for that show off

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Lone0001 on Tue, 14 Apr 2009 05:44:05 GMT
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EPIC!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by nopol10 on Tue, 14 Apr 2009 06:14:23 GMT
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This is simply the best.

Looking forward to it!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by CarrierII on Tue, 14 Apr 2009 07:45:14 GMT
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I didn't realise Renegade could look so nice, lol

Nice work.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by EvilWhiteDragon on Tue, 14 Apr 2009 07:47:08 GMT
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CarrierII wrote on Tue, 14 April 2009 09:45I didn't realise Renegade could look so nice, lol

Nice work.

Perhaps because it couldn't before....

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Goztow on Tue, 14 Apr 2009 08:09:26 GMT
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This is ... amazing!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Tue, 14 Apr 2009 08:14:49 GMT
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i have one question:
Water from Islands doesn't have bump maps effect (other maps like singleplayer do) so, that
mirrored effect only for islands? or its for all ingame water?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gohax on Tue, 14 Apr 2009 09:34:08 GMT
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Probably all the water, wouldn't make sense just to make an improvement for one map.

Can't wait for the release though guys. Looking good

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by RTsa on Tue, 14 Apr 2009 10:07:45 GMT
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And here comes the advantage question: ()

How exactly does the widescreen fix work? As in, does it widen the FOW for people with
widescreen monitors? Since there're a few ways of doing this and even though the difference is
somewhat small, having the right aspect ratio screen gives you an advantage over others.

The solution would be to have the "area" you see to be constant (more technically the solid angle
should always be the same). I've made a few quick images to show what I mean.

http://img16.imageshack.us/gal.php?g=43issmaller.jpg

SO in practice, people with widescreen would see a bit wider image, but people with 4:3 screens
would on the other hand see an image that's taller. Hope that makes sense.

Anyhow, looks great. Keep up the good work!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Tue, 14 Apr 2009 10:27:08 GMT

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MGamer wrote on Mon, 13 April 2009 21:04it looks good compared to the old water but actualy it looks more like chrome

I did what I could to modify C&C_Islands to support this shader enough for reflections, but for the underwater/color support to properly work the level needs a *good* underwater scene, which Islands does not.

Hitman wrote on Mon, 13 April 2009 22:01are there going to be alot of upgrades to make renegade look good? and maybe a curved surfaces option

"Curved Surfaces" requires hardware support as it generates *alot* of new polygons for certain meshes (in Renegade, that would be the player models. Around 99% of video cards don't support it in Direct3D 8, and even less in Direct3D 9 (which is what Renegade is using now). Sorry, but curved surfaces just won't happen.

SSnipe wrote on Mon, 13 April 2009 22:18Im guessing you need good video card to view this

You'd be surprised. This effect requires a SM2-capable video card, which means GeForce FX series and above on the NVIDIA side, and
Radeon 9500 - X600 series and above on the ATi/AMD side. This doesn't mean it'll run blazingly fast, but it'll run.

madrackz wrote on Mon, 13 April 2009 22:58Very nice   , egh from now to friday im not at home (work)

Can you get something to make Textures will come out much cooler? just like in the new Games somehow

And thanks Crimson now i know how to make Thumbnails lol

Which textures, and what do you mean by "cooler"?

Gator wrote on Tue, 14 April 2009 04:14i have one question:
Water from Islands doesn't have bump maps effect (other maps like singleplayer do) so, that mirrored effect only for islands? or its for all ingame water?

Sadly, there isn't one specific water material that's used on every map which this shader can override. Each map needs some work in order to support this shader at all (be it in reflection only mode, or "full" mode)

RTsa wrote on Tue, 14 April 2009 06:07And here comes the advantage question: ()

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The solution would be to have the "area" you see to be constant (more technically the solid angle should always be the same). I've made a few quick images to show what I mean.

http://img16.imageshack.us/gal.php?g=43issmaller.jpg

SO in practice, people with widescreen would see a bit wider image, but people with 4:3 screens would on the other hand see an image that's taller. Hope that makes sense.

Anyhow, looks great. Keep up the good work!

The widescreen fix corrects the aspect ratio of the built in Camera code. Before, it was always initialized at 4/3, and now it's initialized to W/H. The HFOV/VFOV code itself wasn't modified and remains under control of the main battlefield camera (which is controlled by cameras.ini)

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Prulez on Tue, 14 Apr 2009 11:08:08 GMT
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Goztow wrote on Tue, 14 April 2009 10:09This is ... amazing!
QFT

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Tue, 14 Apr 2009 11:22:15 GMT
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[quote title=Saberhawk wrote on Tue, 14 April 2009 05:27] Quote:
Sadly, there isn't one specific water material that's used on every map which this shader can override. Each map needs some work in order to support this shader at all (be it in reflection only mode, or "full" mode)

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ErroR on Tue, 14 Apr 2009 11:35:06 GMT
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Clearly photoshop.
nice

Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by **saberhawk** on Tue, 14 Apr 2009 12:02:16 GMT
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ErroR wrote on Tue, 14 April 2009 07:35Clearly photoshop.
nice

Yeah, except it's photoshopped automagically by your video card around 60 times per second

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by **UnitXc** on Tue, 14 Apr 2009 12:55:45 GMT
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sex

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by **Omar007** on Tue, 14 Apr 2009 13:50:13 GMT
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Are u sure this is still renegade???

Love the new graphics

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by **Scrin** on Tue, 14 Apr 2009 14:51:38 GMT
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Saberhawk wrote on Tue, 14 April 2009 07:02ErroR wrote on Tue, 14 April 2009 07:35Clearly
photoshop.
nice

Yeah, except it's photoshopped automagically by your video card around 60 times per second
its possible for you to apply that mirrored shaders water effect to all official westwood maps?
(maps with water: Field, hourglass, under)?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by **saberhawk** on Tue, 14 Apr 2009 14:57:14 GMT
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Gator wrote on Tue, 14 April 2009 10:51Saberhawk wrote on Tue, 14 April 2009 07:02ErroR
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It's possible for it to be applied to any map, it just needs artist intervention. I put it on Islands
because that was the easiest one for *me* to do. Islands still needs alot of work on the underwater
portion and it's VIS settings in order to fully support this shader though.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Tue, 14 Apr 2009 15:36:11 GMT
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Saberhawk wrote on Tue, 14 April 2009 09:57Gator wrote on Tue, 14 April 2009 10:51Saberhawk
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if i can help you with something, tell me

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by u6795 on Tue, 14 Apr 2009 17:57:54 GMT
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LENS FLARE

Looks nice.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by rrutk on Tue, 14 Apr 2009 18:06:09 GMT
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sexy!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Di3HardNL on Tue, 14 Apr 2009 19:11:35 GMT
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Respect ++ for Saberhawk

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Prulez on Tue, 14 Apr 2009 19:12:45 GMT
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Gator wrote on Tue, 14 April 2009 17:36Saberhawk wrote on Tue, 14 April 2009 09:57Gator wrote on Tue, 14 April 2009 10:51Saberhawk wrote on Tue, 14 April 2009 07:02ErroR wrote on Tue, 14 April 2009 07:35Clearly photoshop.
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You want to include cheats in TT?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Tue, 14 Apr 2009 19:14:51 GMT
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Prulez wrote on Tue, 14 April 2009 15:12Gator wrote on Tue, 14 April 2009 17:36Saberhawk wrote on Tue, 14 April 2009 09:57Gator wrote on Tue, 14 April 2009 10:51Saberhawk wrote on Tue, 14 April 2009 07:02ErroR wrote on Tue, 14 April 2009 07:35Clearly photoshop.
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You want to include cheats in TT?

More like he wants to get his hands on an early copy of this

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by _SSnipe_ on Tue, 14 Apr 2009 20:18:25 GMT
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very nice work saber, whats the min type of vid card that can run this soothly....I have onboard nvidia geforce 6150 se 430 nforce

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Tue, 14 Apr 2009 20:25:32 GMT
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SSnipe wrote on Tue, 14 April 2009 16:18very nice work saber, whats the min type of vid card that can run this soothly....I have onboard nvidia geforce 6150 se 430 nforce

No idea, I only really have higher-end hardware at my disposal to test stuff on.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by -Xv- on Tue, 14 Apr 2009 20:50:03 GMT
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That water looks awesome, and nice niche on moving up a bit to include the sun-rays XD

SSnipe wrote on Tue, 14 April 2009 16:18very nice work saber, whats the min type of vid card that can run this soothly....I have onboard nvidia geforce 6150 se 430 nforce

You buy any card thats around 50 - 60 bux and you should be ok, what u have now was garbage when it came out tbh.

Many places still carry older used video cards without the boxes + manuals and stuff so they're fairly cheap. Just the other day I saw a radeon 9600XT (if you have an AGP mobo that is) for 25 bux. Just look around your area, ask a few ppl and you should be able to find a cheap card that can actually be called a graphics card instead of the onboard shit.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Wed, 15 Apr 2009 04:09:46 GMT
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Saberhawk wrote on Tue, 14 April 2009 15:14Prulez wrote on Tue, 14 April 2009 15:12Gator wrote on Tue, 14 April 2009 17:36Saberhawk wrote on Tue, 14 April 2009 09:57Gator wrote on Tue, 14 April 2009 10:51Saberhawk wrote on Tue, 14 April 2009 07:02ErroR wrote on Tue, 14 April 2009 07:35Clearly photoshop.

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portion and it's VIS settings in order to fully support this shader though.
if i can help you with something, tell me
You want to include cheats in TT?

More like he wants to get his hands on an early copy of this

nope, i trying to steal TeH T_T patch ---->
http://www.youtube.com/watch?v=MhvxqEbR2h4&feature=channel_page

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by nikki6ixx on Wed, 15 Apr 2009 04:25:44 GMT
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That water looks great, although this gets me thinking... will it be possible to code the renegirls to
be a little 'bouncier' ?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Genesis2001 on Wed, 15 Apr 2009 04:38:25 GMT
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nikki6ixx wrote on Tue, 14 April 2009 21:25That water looks great, although this gets me
thinking... will it be possible to code the renegirls to be a little 'bouncier' ?

Lol.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Brandon on Wed, 15 Apr 2009 05:31:40 GMT
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This is epic. Will all the other textures be revised for Renegade? Or most of them perhaps?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by TD on Wed, 15 Apr 2009 06:25:44 GMT

This looks awsome, god job guys

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by CarrierII on Wed, 15 Apr 2009 11:07:51 GMT

EvilWhiteDragon wrote on Tue, 14 April 2009 08:47CarrierII wrote on Tue, 14 April 2009 09:45I didn't realise Renegade could look so nice, lol

Nice work.

Perhaps because it couldn't before....

What I meant was I am suprised that the TT dev can get so much out of the old and (fairly) broken engine.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Boofst0rm on Wed, 15 Apr 2009 11:46:35 GMT

that looks friggin sickkkkkk

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ErroR on Wed, 15 Apr 2009 12:10:02 GMT

Saberhawk wrote on Tue, 14 April 2009 17:57Gator wrote on Tue, 14 April 2009 10:51Saberhawk wrote on Tue, 14 April 2009 07:02ErroR wrote on Tue, 14 April 2009 07:35Clearly photoshop. nice

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Mirrors and underwater inc?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Prulez on Wed, 15 Apr 2009 15:00:52 GMT
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JeepRubi wrote on Wed, 15 April 2009 13:47After:

Fixed
But where's the harvester

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 15 Apr 2009 15:07:44 GMT
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CarrierII wrote on Wed, 15 April 2009 07:07EvilWhiteDragon wrote on Tue, 14 April 2009 08:47CarrierII wrote on Tue, 14 April 2009 09:45I didn't realise Renegade could look so nice, lol

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Perhaps because it couldn't before....

What I meant was I am suprised that the TT dev can get so much out of the old and (fairly) broken engine.

Wait, are you suspecting that this is the higher end of what we can do?

JeepRubi wrote on Wed, 15 April 2009 07:47Crimson wrote on Mon, 13 April 2009 19:33

After:

Fixed

Wow, washed out dull colors and grey; Amazing!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Prulez on Wed, 15 Apr 2009 15:13:16 GMT
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JeepRubi wrote on Wed, 15 April 2009 13:47Crimson wrote on Mon, 13 April 2009 19:33
After:

Fixed
Actually Jeep, what are you hiding in teh top left corner?

Do I smell some *cheat name removed*?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by hatstand on Wed, 15 Apr 2009 15:15:48 GMT

Saberhawk wrote on Wed, 15 April 2009 23:07CarrierII wrote on Wed, 15 April 2009 07:07EvilWhiteDragon wrote on Tue, 14 April 2009 08:47CarrierII wrote on Tue, 14 April 2009 09:45I didn't realise Renegade could look so nice, lol

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Wait, are you suspecting that this is the higher end of what we can do?

Wait, so you can top doing water that rivals the water from recent games?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 15 Apr 2009 15:54:47 GMT

hatstand wrote on Wed, 15 April 2009 11:15Saberhawk wrote on Wed, 15 April 2009 23:07CarrierII wrote on Wed, 15 April 2009 07:07EvilWhiteDragon wrote on Tue, 14 April 2009 08:47CarrierII wrote on Tue, 14 April 2009 09:45I didn't realise Renegade could look so nice, lol

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Wait, are you suspecting that this is the higher end of what we can do?

Wait, so you can top doing water that rivals the water from recent games?

Don't put words in my mouth

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Wed, 15 Apr 2009 16:10:36 GMT
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Anything graphical, models, textures etc can be changed in the engine quite easily. Renegade doesn't support water reflections *at all* so this is all added in.

The only thing that isn't easy is actually coding the effects

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 15 Apr 2009 16:24:52 GMT
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RoShamBo wrote on Wed, 15 April 2009 12:10Anything graphical, models, textures etc can be changed in the engine quite easily. Renegade doesn't support water reflections *at all* so this is all added in.

The only thing that isn't easy is actually coding the effects

Or getting good artists to make the assets used by said effects

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ErroR on Wed, 15 Apr 2009 16:38:32 GMT
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Prulez wrote on Wed, 15 April 2009 18:00JeepRubi wrote on Wed, 15 April 2009 13:47After:

Fixed
But where's the harvester
and ref ?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by DrasticDR on Wed, 15 Apr 2009 19:29:34 GMT
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nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 15 Apr 2009 20:23:04 GMT
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DrasticDR wrote on Wed, 15 April 2009 15:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

Yup, sounds just like renforums. Instead of showing you guys nothing, we showed you something that was nowhere remotely possible on the Renegade engine before and now it's being called a "shitty screenshot."

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by TD on Wed, 15 Apr 2009 20:40:23 GMT
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Saberhawk wrote on Wed, 15 April 2009 22:23DrasticDR wrote on Wed, 15 April 2009 15:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

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At least you have informed the people that do care. Whoever does not or just pretends to not care can say what they want, this update just owns.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by u6795 on Wed, 15 Apr 2009 20:43:37 GMT
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TD wrote on Wed, 15 April 2009 16:40Saberhawk wrote on Wed, 15 April 2009 22:23DrasticDR wrote on Wed, 15 April 2009 15:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

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At least you have informed the people that do care. Whoever does not or just pretends to not care can say what they want, this update just owns.
Yeah, I found this pretty damn cool, and if you know what you're talking about, then its obvious TT is well worth the wait.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by _SSnipe_ on Wed, 15 Apr 2009 20:45:01 GMT
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u6795 wrote on Wed, 15 April 2009 13:43TD wrote on Wed, 15 April 2009 16:40Saberhawk wrote on Wed, 15 April 2009 22:23DrasticDR wrote on Wed, 15 April 2009 15:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

Yup, sounds just like renforums. Instead of showing you guys nothing, we showed you something that was nowhere remotely possible on the Renegade engine before and now it's being called a "shitty screenshot."
At least you have informed the people that do care. Whoever does not or just pretends to not care can say what they want, this update just owns.
Yeah, I found this pretty damn cool, and if you know what you're talking about, then its obvious TT is well worth the wait.
Agreed

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by cAmpa on Wed, 15 Apr 2009 21:41:39 GMT
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Saberhawk wrote on Wed, 15 April 2009 22:23DrasticDR wrote on Wed, 15 April 2009 15:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?

Yup, sounds just like renforums. Instead of showing you guys nothing, we showed you something that was nowhere remotely possible on the Renegade engine before and now it's being called a "shitty screenshot."

Aye, fucking respectless.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by _SSnipe_ on Wed, 15 Apr 2009 21:53:17 GMT
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Saber, fuck what people say the work you guys are doing is awesome beyond awesome on renegades life

fuck these nerds who trash all the work you guys are doing

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by dr3w2 on Wed, 15 Apr 2009 22:10:42 GMT
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DrasticDR wrote on Wed, 15 April 2009 14:29nice an all but nearly a year has past and all weve got to see is a shitty screenshot?
Wow someone is unappreciative, bitter, disrespectful a total douche bag.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by DrasticDR on Wed, 15 Apr 2009 22:14:43 GMT
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of course it is going to be worth the wait. we have nothing else to wait for but im not going to get my ballstick out (like the rest of you) for a screenshot of water in a game that will always look like ass.

i just hope that the potential fix against cheaters and map downloader hasnt been delayed because of a bit of unnecessary bling.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 15 Apr 2009 22:45:27 GMT
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DrasticDR wrote on Wed, 15 April 2009 18:14of course it is going to be worth the wait. we have nothing else to wait for but im not going to get my ballstick out (like the rest of you) for a screenshot of water in a game that will always look like ass.

Some of us don't feel that way, which is why this work is being done.

DrasticDR wrote on Wed, 15 April 2009 18:14
i just hope that the potential fix against cheaters and map downloader hasnt been delayed because of a bit of unnecessary bling.

And, uh, why would those be delayed? As it's been explained plenty times before, features in progress by one subteam don't affect the progress of features by another.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jonwil on Wed, 15 Apr 2009 22:51:45 GMT
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I assure you that the work on this has not affected any essential work.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by -Xv- on Wed, 15 Apr 2009 22:52:52 GMT
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DrasticDR wrote on Wed, 15 April 2009 18:14of course it is going to be worth the wait. we have nothing else to wait for but im not going to get my ballstick out (like the rest of you) for a screenshot of water in a game that will always look like ass.

i just hope that the potential fix against cheaters and map downloader hasnt been delayed because of a bit of unnecessary bling.

1, people working on 1 part of the patch (ie the graphix) are not responsible for the anti cheat part of it, so they're working in tandem, NOT on 1 thing at a time, that would be retarded... use your head plx

2 this unnecessary bling, as you put it, is what is going to bring new players to ren, since most of the gamers are retarded and go for looks over gameplay, but once they realize ren is teh pwnage game they will hopefully stay. Again use your head plx.

oh and, *insert bashing comment here* asshole. :/

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by DrasticDR on Wed, 15 Apr 2009 22:55:05 GMT
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all very well then. i am appreciative about what is being done, despite what someone else thinks. ive done well to hold my patience in this project up until this moment. it is just a little disappointing (to my understanding) this is the closest thing to an official update weve had since the project was announced.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 15 Apr 2009 23:05:21 GMT
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DrasticDR wrote on Wed, 15 April 2009 18:55all very well then. i am appreciative about what is being done, despite what someone else thinks. ive done well to hold my patience in this project up until this moment. it is just a little disappointing (to my understanding) this is the closest thing to an official update weve had since the project was announced.

The problem with updates of any sort is that if a feature isn't finalized and we discuss it (or show screenshots for that matter) then it's pretty much 'set in stone' and we can't do major updates to it anymore otherwise we'd disappoint anybody who wanted it "exactly the way you had it in the screenshot."

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Majiin Vegeta on Thu, 16 Apr 2009 00:30:40 GMT
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very nice!

Renny look horrible on my 22" >_<

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by LR01 on Thu, 16 Apr 2009 07:39:44 GMT
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Nice water there, now I wonder, how does it work?
I mean, how do you create water now? (don't think it's done through renx now is it?)
Ore like the unreal engine.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Ghostshaw on Thu, 16 Apr 2009 09:28:17 GMT
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It works by magic, and some mathematical formulas, which is basically the same .

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by LR01 on Thu, 16 Apr 2009 09:37:52 GMT
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Ghostshaw wrote on Thu, 16 April 2009 11:28It works by magic, and some mathematical
formulas, which is basically the same .

I know (magic?)
but can you make your own water shader?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Memphis on Thu, 16 Apr 2009 11:12:25 GMT
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The water looks extremely sexy but is it possible that these new effects entirely outclass what is
left of the original parts?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Account on Thu, 16 Apr 2009 11:15:22 GMT
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i will made new cool looking not repeated water texture for that , ofcorse after Tiberian
Technology's script 4.0 is came out
(p.s. on that teaser screenshot you can see "water's repeated texture...) i hate that

---

Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by ErroR on Thu, 16 Apr 2009 11:47:19 GMT
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if they'd show screen shots and stuff from every step they do this would delay it bad, and many questions would appear

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Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by sterps on Thu, 16 Apr 2009 12:11:43 GMT
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This is friggin awesome guys, keep up the way past cool work

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Pyr0man1c on Thu, 16 Apr 2009 12:52:41 GMT
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Obiously magic...

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ArtyWh0re on Thu, 16 Apr 2009 16:36:52 GMT
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This is truly awsome. This has made me look more forward to the TT patch.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by dirtycop on Thu, 16 Apr 2009 18:08:55 GMT
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Moar screenshots plz?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Renardin6 on Thu, 16 Apr 2009 21:39:34 GMT
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windscreen fix?
Even for 1920*1080 ?

Nice job for the water but I think you knew already what I was thinking of that Saber.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Thu, 16 Apr 2009 21:55:23 GMT
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LR01 wrote on Thu, 16 April 2009 03:39Nice water there, now I wonder, how does it work?
I mean, how do you create water now? (don't think it's done through renx now is it?)
Ore like the unreal engine.

You first make "stock" water (aka water that'll appear if shaders aren't supported). On that water, you add a few (new) mapper arguments that tell it to be disabled if a certain shader is support. Then you create the new water plane with regular unwrapping and add a few other mapper arguments (like "Shader=<shader name>") to actually set the shader and do a bit of other needed magic to turn it off completely if the shader isn't supported. Then you hook up some other entries in other files and you are good to go.

TexCore wrote on Thu, 16 April 2009 07:15i will made new cool looking not repeated water texture for that , ofcorse after Tiberian Technology's script 4.0 is came out
(p.s. on that teaser screenshot you can see ''water's repeated texture...) i hate that

The water shader hasn't been tweaked for Islands yet (and in any case, the "water texture" is a very complicated math equation encoded into a texture and is not something to be editing).

Renardin6 wrote on Thu, 16 April 2009 17:39windscreen fix?
Even for 1920*1080 ?

Nice job for the water but I think you knew already what I was thinking of that Saber.

Well, it works for 1920x1200, obviously it also works for 1920x1080

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by dirtycop on Fri, 17 Apr 2009 06:41:00 GMT
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can we haz moar teezers ?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Account on Fri, 17 Apr 2009 07:45:09 GMT
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Saberhawk wrote on Thu, 16 April 2009 16:55

TexCore wrote on Thu, 16 April 2009 07:15i will made new cool looking not repeated water texture for that , ofcorse after Tiberian Technology's script 4.0 is came out

(p.s. on that teaser screenshot you can see "water's repeated texture...) i hate that

The water shader hasn't been tweaked for Islands yet (and in any case, the "water texture" is a very complicated math equation encoded into a texture and is not something to be editing).

sad, sorry for that

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Fri, 17 Apr 2009 10:17:49 GMT
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TexCore wrote on Fri, 17 April 2009 03:45Saberhawk wrote on Thu, 16 April 2009 16:55

The water shader hasn't been tweaked for Islands yet (and in any case, the "water texture" is a very complicated math equation encoded into a texture and is not something to be editing).

sad, sorry for that

Don't be. Even if you could easily edit it (and still have it be correct), it's effect is barely noticeable on the shader's output.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Crimson on Fri, 17 Apr 2009 11:35:05 GMT
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We're working on some other updates for you. I just wanted to get something out there for you guys. Unfortunately I can't show you a screen shot of anti-cheat stuff, but whenever the team shares something that you can see and appreciate, I'll share it.

Many of you guys don't understand what a massive undertaking this is. Many parts of the engine are being recoded from scratch. We think it's important not to lose the "look and feel" of the classic Renegade we know and love. Subtle things like the distances between buildings, placement of certain structures used for cover. We don't want to lose those things. We just want to make the current game work better, with as few bugs as possible. (Hopefully no bugs, but that could very well be a pipe dream)

We are trying to achieve the perfect compromise between those who oppose change and those who don't and make you both happy.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Starbuzzz on Fri, 17 Apr 2009 12:01:28 GMT
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Thank you for your work and efforts.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Fri, 17 Apr 2009 12:19:38 GMT
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hmmm i see a post crimson made 10 months ago, it said: "Alot is already done" that was 6 months after TT started working on this patch, or so u said... so i assume there's a delay here?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by LR01 on Fri, 17 Apr 2009 13:03:47 GMT
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Saberhawk wrote on Thu, 16 April 2009 23:55LR01 wrote on Thu, 16 April 2009 03:39Nice water there, now I wonder, how does it work?
I mean, how do you create water now? (don't think it's done through renx now is it?)
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ah, then something more (say if I to far away from the topic)
no changes on the W3D plugin?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Fri, 17 Apr 2009 13:09:01 GMT
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LR01 wrote on Fri, 17 April 2009 09:03Saberhawk wrote on Thu, 16 April 2009 23:55LR01 wrote on Thu, 16 April 2009 03:39Nice water there, now I wonder, how does it work?
I mean, how do you create water now? (don't think it's done through renx now is it?)
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when I would make a plane then, I could use the shaders to make "water" of it, but also to make a "mirror" ore "exhaust famues" of it. I assume that happens on the material name assigned to that plane?

For backwards compatibility purposes, it likely could (the shader would need a "UsesMaterialNameAttachment" or "UsesTextureNameAttachement" flag set to true on it.) The proper way of attaching shaders in scripts 4.0, however, is to set the "Shader" mapper argument for the material. The mapper arguments is where you put things like UPerSec, and VPerSec. Attaching shaders this way allows them to bypass the name lookup entirely and put far less stress on the CPU.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by LR01 on Fri, 17 Apr 2009 15:06:21 GMT
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Toggle Spoiler
Saberhawk wrote on Fri, 17 April 2009 15:09LR01 wrote on Fri, 17 April 2009 09:03Saberhawk wrote on Thu, 16 April 2009 23:55LR01 wrote on Thu, 16 April 2009 03:39Nice water there, now I wonder, how does it work?
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for the material. The mapper arguments is where you put things like UPerSec, and VPerSec. Attaching shaders this way allows them to bypass the name lookup entirely and put far less stress on the CPU.

cool, makes things easier to do.
now something else, it reflects everything?
(I mean, rockets and explosion and such to?)

(ueh, the meaning of the spoiler was only the hide the big quote, seems like I don't know how to use it properly)

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Fri, 17 Apr 2009 15:15:57 GMT
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LR01 wrote on Fri, 17 April 2009 11:06
cool, makes things easier to do.
now something else, it reflects everything?
(I mean, rockets and explosion and such to?)

(ueh, the meaning of the spoiler was only the hide the big quote, seems like I don't know how to use it properly)

Definitely! Rockets, explosions, dazzles, lights, the sky, clouds, etc!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Account on Fri, 17 Apr 2009 15:49:40 GMT
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Saberhawk wrote on Fri, 17 April 2009 10:15LR01 wrote on Fri, 17 April 2009 11:06
cool, makes things easier to do.
now something else, it reflects everything?
(I mean, rockets and explosion and such to?)

(ueh, the meaning of the spoiler was only the hide the big quote, seems like I don't know how to use it properly)

Definitely! Rockets, explosions, dazzles, lights, the sky, clouds, etc!

?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ErroR on Fri, 17 Apr 2009 20:05:14 GMT

awesome, speaking about the sky, is there a way to do so that the sky would be editable? (texture, and not clouds)

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Starbuzzz on Fri, 17 Apr 2009 22:33:12 GMT

Saberhawk wrote on Fri, 17 April 2009 10:15LR01 wrote on Fri, 17 April 2009 11:06
cool, makes things easier to do.
now something else, it reflects everything?
(I mean, rockets and explosion and such to?)

(ueh, the meaning of the spoiler was only the hide the big quote, seems like I don't know how to use it properly)

Definitely! Rockets, explosions, dazzles, lights, the sky, clouds, etc!

It would be a big bonus to have improvement in those areas.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Stefan on Sat, 18 Apr 2009 15:39:14 GMT

Does this mean the map has to be rendered twice? (ie; moar lags)

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 18 Apr 2009 16:12:52 GMT

Stefan wrote on Sat, 18 April 2009 11:39Does this mean the map has to be rendered twice? (ie; moar lags)

Yes, but that's nowhere near as expensive as you think it is; physics are only simulated once and that is what causes the most lag. I've had this system render the map 5 times over without a major drop in FPS.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Sat, 18 Apr 2009 16:21:22 GMT

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so the people with a less good pc will be able to turn all these 'fancy' options off, right?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 18 Apr 2009 16:23:25 GMT
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Hitman wrote on Sat, 18 April 2009 12:21so the people with a less good pc will be able to turn all these 'fancy' options off, right?

Nooooooo, why would they want to get rid of the shinies?! D:

j/k, all the shinies can be turned down and/or off.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Sat, 18 Apr 2009 16:32:59 GMT
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Saberhawk wrote on Sat, 18 April 2009 11:23Hitman wrote on Sat, 18 April 2009 12:21so the people with a less good pc will be able to turn all these 'fancy' options off, right?

Nooooooo, why would they want to get rid of the shinies?! D:

j/k, all the shinies can be turned down and/or off.
all the shinies?   fill me in on that one

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 18 Apr 2009 18:52:24 GMT
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Hitman wrote on Sat, 18 April 2009 12:32Saberhawk wrote on Sat, 18 April 2009 11:23Hitman wrote on Sat, 18 April 2009 12:21so the people with a less good pc will be able to turn all these 'fancy' options off, right?

Nooooooo, why would they want to get rid of the shinies?! D:

j/k, all the shinies can be turned down and/or off.
all the shinies?   fill me in on that one

No.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [NE]Fobby[GEN] on Sat, 18 Apr 2009 20:07:34 GMT
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The reflection looks great; my only concern is that in some angles, it looks very tiled. Not so much when you're standing close to the water, but when on a higher plain looking into the distance, it looks a lot like the water is a bunch of squares. Is there any way to make it look smoother therein?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 18 Apr 2009 20:33:38 GMT
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[NEFobby[GEN] wrote on Sat, 18 April 2009 16:07]The reflection looks great; my only concern is that in some angles, it looks very tiled. Not so much when you're standing close to the water, but when on a higher plain looking into the distance, it looks a lot like the water is a bunch of squares. Is there any way to make it look smoother therein?

I'm working on it

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Sat, 18 Apr 2009 20:46:44 GMT
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what can we expect from the islands tunnels then? what will the water look like?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 18 Apr 2009 20:56:12 GMT
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Hitman wrote on Sat, 18 April 2009 16:46what can we expect from the islands tunnels then? what will the water look like?

I dunno, what can we expect from the islands tunnels?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Sat, 18 Apr 2009 21:04:19 GMT
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Saberhawk wrote on Sat, 18 April 2009 15:56Hitman wrote on Sat, 18 April 2009 16:46what can we expect from the islands tunnels then? what will the water look like?

I dunno, what can we expect from the islands tunnels?
something good i suppose!

anyways... this 0.0 coordinate point where a nod vehicle "spawns" before he gets into the aircraft to be delivered upon the airstrip, is that going to be fixed?

and what about outside PT's

tbh they should be removed

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by archerman on Sun, 19 Apr 2009 09:25:57 GMT
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will this require an upgrade for the pcs? because my old notebook runs ren at the limit.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Ghostshaw on Sun, 19 Apr 2009 10:02:06 GMT
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Like SH said, you can turn all shinies off. And without the shinies ren has actually become a little less heavy.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrÃ£Ã§Ä·z   on Sun, 19 Apr 2009 10:58:07 GMT
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Maybe he can edit his shads, look my Bloom droped 110 FPS to 10 FPS.

Now my bloom only takes 10 FPS so, good luck SaberHawk

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Sun, 19 Apr 2009 12:50:42 GMT
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madrackz wrote on Sun, 19 April 2009 11:58Maybe he can edit his shads, look my Bloom droped 110 FPS to 10 FPS.

Now my bloom only takes 10 FPS so, good luck SaberHawk

I don't know if you're trying to square up to SaberHawk, but if you are at least know what you're talking about before you do. It is extremely -easy- to add a bloom effect, so you should stop trying to show off your e-penis.

I've also never had any frame-rate drop with 3.4.4 + bloom.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrÃ£Ã§Ä·z   on Sun, 19 Apr 2009 12:52:29 GMT
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Gay nerd, just wanted to let everyone know that its possible to save Polys, looks like i keep my Bloom, wont release that shit for RenFags here

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Sun, 19 Apr 2009 12:56:12 GMT
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madrackz wrote on Sun, 19 April 2009 13:52save Polys

this is what i mean I say you don't know what you're talking about.

madrackz wrote on Sun, 19 April 2009 13:52i keep my Bloom

Your bloom? I totally wouldn't be suprised if it was just a copied example.

madrackz wrote on Sun, 19 April 2009 13:52wont release that shit for RenFags here

Good, no one wants it.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Stefan on Sun, 19 Apr 2009 12:56:12 GMT
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Calm down ladies.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Hitman on Sun, 19 Apr 2009 13:15:16 GMT
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Hitman wrote on Sat, 18 April 2009 16:04Saberhawk wrote on Sat, 18 April 2009 15:56Hitman wrote on Sat, 18 April 2009 16:46what can we expect from the islands tunnels then? what will the water look like?

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and what about outside PT's

tbh they should be removed

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Ghostshaw on Sun, 19 Apr 2009 13:21:24 GMT
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I think the 0,0 thingy was already discussed elsewhere, but not sure. As for the outside PT's, its a bit of an annoying subject. Problem is taht on certain maps (like field) it migth unbalance gameplay since GDI players would need to walk alot further for a PT from the most used beacon sites. Currently we have not fixed them AFAIK.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by RTsa on Sun, 19 Apr 2009 15:05:20 GMT
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Don't remember for sure, but I think people agreed it'd be best if the server owners would be able to put that fix in or leave it out.

But true, it's a pretty big balance issue. Nuking the back of barracks would become so much easier on pretty much all maps.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by dr3w2 on Mon, 20 Apr 2009 01:58:53 GMT
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madrackz wrote on Sun, 19 April 2009 07:52Gay nerd, just wanted to let everyone know that its possible to save Polys, looks like i keep my Bloom, wont release that shit for RenFags here
lol @ calling him a gay nerd when you're the one trying to show off some shitty looking bloom effects and trying to talk about how you can save yourself some poly counts.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrãÂ£ãÂ§Ã·z on Tue, 21 Apr 2009 17:41:41 GMT
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WHo talks about poly counts? heh?

madrackz wrote on Sun, 19 April 2009 13:52wont release that shit for RenFags here

Quote:Good, no one wants it.

Ehmm kay, why i got many PM´s and MSN addys?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Tue, 21 Apr 2009 19:29:50 GMT
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madrackz wrote on Tue, 21 April 2009 12:41WHo talks about poly counts? heh?

madrackz wrote on Sun, 19 April 2009 13:52wont release that shit for RenFags here

Quote:Good, no one wants it.

Ehmm kay, why i got many PM´s and MSN addys?
What the fuck are you trying to prove here? Seriously?

Any ways... I'm looking forward to any new updates

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrãÂ£ãÂ§Ã·z on Tue, 21 Apr 2009 19:43:27 GMT
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That some ppls want my bloom.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by slosha on Tue, 21 Apr 2009 19:56:42 GMT
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madrackz wrote on Tue, 21 April 2009 14:43That some ppls want my bloom.

---

get over yourself

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Tue, 21 Apr 2009 20:00:11 GMT
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madrackz wrote on Tue, 21 April 2009 18:41
madrackz wrote on Sun, 19 April 2009 13:52wont release that shit for RenFags here

Quote:Good, no one wants it.

Ehmm kay, why i got many PM´s and MSN addys?

By people who don't understand what it even is, and how easy it is to achieve with their current setup.

It's funny how the very thing you debunk is what you probably built that crap on.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrÃ£Ã§Ä·z   on Tue, 21 Apr 2009 20:19:01 GMT
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lmao you only think about yourselfe

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by YazooGang on Tue, 21 Apr 2009 21:22:08 GMT
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Lol do we need to have good video card for renegade too now? lol.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Naamloos on Tue, 21 Apr 2009 22:48:27 GMT
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That's some nice work there.

From that screenshot it's almost of the same quality as some modern games.

If only I knew this sooner though, Chronojam had me work on a 3DS-made water effect for APB which did take some hours from me.

But, I have some questions.

If I would create a wave animation (mesh, WWskin), would the shader still work properly?

How does the shader react to collisions? If infantry walk through it, does it add splashes?

And did you have any problems with particle effects not rendering either in the reflection or directly through the mesh/shader?

And, mostly an extra question, but if you put the camera right in the middle of the mesh so you look at both the water surface and underwater, does the shader make any changes to the underwater part?

Keep up the great work!

Oh and, to be honest... I think the water in that Renegade X screens looks ugly as hell. But whatever, good luck "killing Renegade".

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by TruYuri on Tue, 21 Apr 2009 22:59:08 GMT
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Naamloos wrote on Tue, 21 April 2009 17:48
Oh and, to be honest... I think the water in that Renegade X screens looks ugly as hell. But whatever, good luck "killing Renegade".

First off, Fobby is going to see your post and have a fit. Why? Because that was completely uncalled for. He has said so, so many times that Renegade X's goal is not at all to kill Renegade. He being a longtime fan and member of the Renegade community, I think it's quite easy to believe what he says.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [NE]Fobby[GEN] on Tue, 21 Apr 2009 23:11:27 GMT
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Quote:
First off, Fobby is going to see your post and have a fit. Why? Because that was completely uncalled for. He has said so, so many times that Renegade X's goal is not at all to kill Renegade. He being a longtime fan and member of the Renegade community, I think it's quite easy to believe what he says.

No, it's fine. People are entitled to their opinions, whether right or wrong, and I respect that. Some people may not like our mod, but that's not the subject of discussion. I personally love what Saberhawk and the TT team have done/are doing, such as the new water reflection system. I will enjoy a fixed and prettier version of W3d C&C Renegade.

Now, back on topic

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Naamloos on Wed, 22 Apr 2009 06:29:28 GMT
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I am not saying I don't like their project, but I'll be honest to say I don't like reading the "look we can do this and that and we are beter!" in so many topics.

I didn't read Fobby state anywhere that he has less hostile intentions... But if you dedicate a complete video to it one can only assume that he means what he says.

Anyway, I didn't come here for this.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Wed, 22 Apr 2009 06:56:07 GMT
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Naamloos wrote on Wed, 22 April 2009 07:29I am not saying I don't like their project, but I'll be honest to say I don't like reading the "look we can do this and that and we are beter!" in so many topics.

I didn't read Fobby state anywhere that he has less hostile intentions... But if you dedicate a complete video to it one can only assume that he means what he says.

Anyway, I didn't came here for this.
he just made videos and didn't released anything...

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by a000clown on Wed, 22 Apr 2009 07:02:53 GMT
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Actually, they released a bunch of music and a map so far.

Less hating and more preview screenies plz

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [NE]Fobby[GEN] on Wed, 22 Apr 2009 20:22:07 GMT
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Quote:I am not saying I don't like their project, but I'll be honest to say I don't like reading the "look we can do this and that and we are beter!" in so many topics.

... But if you dedicate a complete video to it one can only assume that he means what he says.

Anyway, I didn't come here for this.

Maybe you had taken our April Fools video too seriously?

In all honesty, I have no hostile intentions whatsoever. In the past few years, I have contributed to W3D via:

-C&C Reborn; as a sound artist and for a couple months, the leader of the project.

-I and my former Renegade Revived team helped contribute models to the ApocRising team when they had started off.

-I and my clan had contributed servers for C&C Renegade

-And as a general long time member of the C&C community

If anything, I and many others in the Renegade X team have greatly contributed (and continue to contribute) to the W3D engine. And, I have always been a fan of this TT project; I verbally support it on these forums and my own, as I have known a few of its members for a long time, and I look forward to its release.

Quote:I didn't read Fobby state anywhere that he has less hostile intentions

I have. Many times.

Quote:
he just made videos and didn't released anything...

Can you honestly say you are any better, Scrin? I'm not going to release anymore assets to a mod that isn't done. Though we have released Hourglass and our music collection. Just wait for a release, it's not very far off.

Now please, save any compliments, rants, raves, insults, etc. for a Renegade X-related thread. This thread is about Saberhawk's new reflection feature, which is great, and I only expect it to get better.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Wed, 22 Apr 2009 20:38:57 GMT
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Quote:

Can you honestly say you are any better, Scrin? I'm not going to release anymore assets to a mod that isn't done. Though we have released Hourglass and our music collection. Just wait for a release, it's not very far off.

Now please, save any compliments, rants, raves, insults, etc. for a Renegade X-related thread. This thread is about Saberhawk's new reflection feature, which is great, and I only expect it to get better.
no prob, and dont make this kind of videos next time...

and music dont do anything with the w3d engine/models (only if its not a .wav sounds) i'm working with the .wav/.aud files since 1999 (tiberian sun) and would be better if you release some sounds from renegade exxx?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Wed, 22 Apr 2009 21:53:05 GMT
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Niko "The Lay" wrote on Wed, 22 April 2009 15:38Quote:

Can you honestly say you are any better, Scrin? I'm not going to release anymore assets to a mod that isn't done. Though we have released Hourglass and our music collection. Just wait for a release, it's not very far off.

Now please, save any compliments, rants, raves, insults, etc. for a Renegade X-related thread. This thread is about Saberhawk's new reflection feature, which is great, and I only expect it to get better.
no prob, and dont make this kind of videos next time...

and music dont do anything with the w3d engine/models (only if its not a .wav sounds) i'm working with the .wav/.aud files since 1999 (tiberian sun) and would be better if you release some sounds from renegade exxx? If I were to be playing Renegade X (which I can't because my comp can't support it), I'd prefer to get the mod as a whole rather than in small parts at a time.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Naamloos on Wed, 22 Apr 2009 22:31:16 GMT
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Quote:
Maybe you had taken our April Fools video too seriously?

In all honesty, I have no hostile intentions whatsoever. In the past few years, I have contributed to W3D via:

-C&C Reborn; as a sound artist and for a couple months, the leader of the project.

-I and my former Renegade Revived team helped contribute models to the ApocRising team when they had started off.

-I and my clan had contributed servers for C&C Renegade

-And as a general long time member of the C&C community

If anything, I and many others in the Renegade X team have greatly contributed (and continue to contribute) to the W3D engine. And, I have always been a fan of this TT project; I verbally support it on these forums and my own, as I have known a few of its members for a long time, and I look forward to its release.

Sorry Fobby, I guess I might indeed have taken that video a little serious. And I personally never saw you say anything about it after that.

The reason I even mentioned it though was another member of your team posting and saying "your" water effect is beter, which kind of made me pull the trigger.

Anyway, let's get this out of this topic. I would still like some answers if possible to the questions in my first post.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Naamloos on Wed, 22 Apr 2009 22:32:19 GMT
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magic double post

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [NE]Fobby[GEN] on Wed, 22 Apr 2009 23:05:40 GMT
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Quote:Sorry Fobby, I guess I might indeed have taken that video a little serious. And I personally never saw you say anything about it after that.

That's fine, man. Thanks for understanding.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Wed, 22 Apr 2009 23:07:27 GMT
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Naamloos wrote on Tue, 21 April 2009 18:48That's some nice work there.

From that screenshot it's almost of the same quality as some modern games.

If only I knew this sooner though, Chronojam had me work on a 3DS-made water effect for APB which did take some hours from me.

But, I have some questions.

If I would create a wave animation (mesh, WWskin), would the shader still work properly?

For purposes of reflection plane guessing, the shader uses the top plane of the bounding box of the mesh. Using animations on any plane with this shader would definitely give you undefined behavior.

Naamloos wrote on Tue, 21 April 2009 18:48
How does the shader react to collisions? If infantry walk through it, does it add splashes?

No collision detection/reaction on it *yet*

Naamloos wrote on Tue, 21 April 2009 18:48
And did you have any problems with particle effects not rendering either in the reflection or directly through the mesh/shader?

Could you be more specific? The reflection system reflects *everything* that's above a plane, including dazzles, particles, rockets, etc

Naamloos wrote on Tue, 21 April 2009 18:48
And, mostly an extra question, but if you put the camera right in the middle of the mesh so you look at both the water surface and underwater, does the shader make any changes to the underwater part?

Not yet.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Naamloos on Thu, 23 Apr 2009 15:52:19 GMT
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Quote:Could you be more specific? The reflection system reflects *everything* that's above a plane, including dazzles, particles, rockets, etc

I was trying to ask if you had any problems with Zbuffer or static sorting with this shader. For example if you placed an object with static sorting in the "underwater" area, would it have problems displaying when looking at it from above the water surface?

It's a bit of a known issue that Zbuffer and static sorting can behave like this... So I was wondering if you had any problems like this with your shader?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Thu, 23 Apr 2009 17:59:47 GMT
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Naamloos wrote on Thu, 23 April 2009 11:52Quote:Could you be more specific? The reflection system reflects *everything* that's above a plane, including dazzles, particles, rockets, etc

I was trying to ask if you had any problems with Zbuffer or static sorting with this shader. For example if you placed an object with static sorting in the "underwater" area, would it have problems displaying when looking at it from above the water surface?

It's a bit of a known issue that Zbuffer and static sorting can behave like this... So I was wondering if you had any problems like this with your shader?

No idea, have not had any opportunities to test it.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by LR01 on Thu, 23 Apr 2009 19:33:51 GMT
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Well, can't wait the see a fight reflected, I always liked that.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Killafoo90 on Sun, 26 Apr 2009 01:26:54 GMT
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AMAIZING!!! I can't wait till it comes out... any estimate on when it will be released?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ErroR on Sun, 26 Apr 2009 08:17:15 GMT
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Killafoo90 wrote on Sun, 26 April 2009 04:26AMAIZING!!! I can't wait till it comes out... any estimate on when it will be released?
belive me you're not the first to ask.. we just have to wait.. and wait... and wait..

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Renardin6 on Sun, 26 Apr 2009 22:19:24 GMT
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This effect is just kick ass.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Starbuzzz on Sun, 26 Apr 2009 23:03:26 GMT
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Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Sun, 26 Apr 2009 23:03:27 GMT
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Mind uploading a video of it?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Renardin6 on Sun, 26 Apr 2009 23:13:54 GMT
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I am not sure I am allowed to do that.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Mon, 27 Apr 2009 00:15:18 GMT
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Renardin6 wrote on Sun, 26 April 2009 18:13I am not sure I am allowed to do that.
Why? Is there something you don't want us know about?! HUH?!!??

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Renardin6 on Mon, 27 Apr 2009 09:02:16 GMT
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Nothing. But it's a new feature of Tiberian Technologies. They have the rights to be the first to
show that on video.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mutad3d on Fri, 08 May 2009 16:26:42 GMT
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whoopdeedoo... noone cares about the game's graphics

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gen_Blacky on Fri, 08 May 2009 17:45:12 GMT
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mutad3d wrote on Fri, 08 May 2009 11:26whoopdeedoo... noone cares about the game's graphics

a lot of people care.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by -Xv- on Sat, 09 May 2009 10:15:03 GMT
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mutad3d wrote on Fri, 08 May 2009 12:26whoopdeedoo... noone cares about the game's graphics

don't know if you noticed but most "gamers" (emphasis on the "" marks)look at graphics then game-play.. this would bring new players to ren, instead of them just lookin' at it and sayin' "LOLOMGOMG THAT LOOKZ LIKE NINTENDO GAMEZZZ IT PROBABLY SUX BIG BLUE BALLZ LOLOOLROFL1"

the fact, that Renegade still is one of the best games game-play wise, makes me sad that there is so few players left.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Sat, 09 May 2009 10:21:10 GMT
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-Xv- wrote on Sat, 09 May 2009 05:15mutad3d wrote on Fri, 08 May 2009 12:26whoopdeedoo... noone cares about the game's graphics

don't know if you noticed but most "gamers" (emphasis on the "" marks)look at graphics then game-play.. this would bring new players to ren, instead of them just lookin' at it and sayin' "LOLOMGOMG THAT LOOKZ LIKE NINTENDO GAMEZZZ IT PROBABLY SUX BIG BLUE BALLZ LOLOOLROFL1"

the fact, that Renegade still is one of the best games game-play wise, makes me sad that there is so few players left.

---

its because very easy to kill free soldiers from apc/apache/orca (and easy to control that vehicles)

this is not "gameplay" its key config script (i want to see what happened if ren will uses Crysis's tank's control feature...)

p.s. i dont know about others, but i played this game because its fucking easy to control vehicles/soldiers and kill/death engine is easy as hell
Nothing rare here, this game is crappy and out of date, and im gona put that damned ren CD into microwave....

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gohax on Mon, 11 May 2009 08:45:10 GMT
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Well Scrin that makes perfect sense of why this game is best gameplay wise. Who the hell would want to spend hours learning how to drive a tank? Manuever around with a soldier or anything? When with Renegade, you can buy the game and be able to learn how to move around in a tank and control your character very easily.

This also isn't just about tank/character movement. It's also about strategy and teamwork. This game requires a lot of it. Most other games don't :/

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ArtyWh0re on Mon, 11 May 2009 09:12:38 GMT
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Gohax wrote on Mon, 11 May 2009 03:45Well Scrin that makes perfect sense of why this game is best gameplay wise. Who the hell would want to spend hours learning how to drive a tank? Manuever around with a soldier or anything? When with Renegade, you can buy the game and be able to learn how to move around in a tank and control your character very easily.

This also isn't just about tank/character movement. It's also about strategy and teamwork. This game requires a lot of it. Most other games don't :/
I guess thats the reason why im not so much into the newest games as when I start playing them I spend ages learning how to actually control and get bored.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gohax on Mon, 11 May 2009 10:06:05 GMT
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Exactly how I felt about Battlefield:BC. Waited months for it to come out, took me forever to learn how to control the heli and tanks. And when I finally did, I was bored of it :/ Been playing Ren for years and yes it does get boring sometimes when you have idiots on your team that don't know wtf they are doing, but when you're playing as a team, it can be very fun.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Crimson on Mon, 11 May 2009 15:18:42 GMT
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That is why the team is working so hard on the TT patch. The graphic improvements are only a part of what's being done. You will greatly appreciate the new anti-cheat methodology and the improvements in netcode. We are striving to keep the gameplay that you are used to and just removing the annoying bugs. We are also including a "resource downloader" to allow the server to designate any modification or custom maps they would like you to have in order to play and you can download them automatically. This should provide a great burst of enthusiasm to the modding community because their projects will see a much larger audience!

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Genesis2001 on Mon, 11 May 2009 15:22:23 GMT
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Crimson wrote on Mon, 11 May 2009 08:18The graphic improvements are only a part of what's being done.

And it's the only thing they can really -show- off. lol, aside from taking a video demonstrating bugfixes (which wouldn't show much because bugfixes are hard to show in a video)...

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Killa on Mon, 11 May 2009 19:52:43 GMT
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will there be higher poly tanks in TT?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gen_Blacky on Tue, 12 May 2009 05:04:57 GMT
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Killa wrote on Mon, 11 May 2009 14:52will there be higher poly tanks in TT?

of course not

Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by Scrin on Tue, 12 May 2009 05:51:07 GMT
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Gen_Blacky wrote on Tue, 12 May 2009 00:04Killa wrote on Mon, 11 May 2009 14:52will there be higher poly tanks in TT?

of course not
its very sad

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by mrÃ£Ã§Ä·z on Tue, 12 May 2009 10:34:49 GMT
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If i could load the Tanks without LOD crap then i would make a new Vehicle pack but im to lazy to cut out the LOD crap

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by marcin205 on Wed, 13 May 2009 14:51:11 GMT
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nice

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Reaver11 on Wed, 13 May 2009 18:03:14 GMT
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madrackz wrote on Tue, 12 May 2009 05:34If i could load the Tanks without LOD crap then i would make a new Vehicle pack but im to lazy to cut out the LOD crap

Didnt TT fix the LOD system already?

Also there are more things that have been created which could be usefull for TT. Like high pollied 3rd person weapons or extra vehicle shells. (Like broken down artys etc)

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by StealthEye on Wed, 13 May 2009 21:22:38 GMT
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Such things are considered mods and can possibly be realized using the resource manager system. They will not be part of TT itself.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gen_Blacky on Fri, 15 May 2009 16:48:18 GMT
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madrackz wrote on Tue, 12 May 2009 05:34If i could load the Tanks without LOD crap then i would make a new Vehicle pack but im to lazy to cut out the LOD crap

I have already done this but they said they will not use them

---

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Fri, 15 May 2009 17:24:46 GMT
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Gen_Blacky wrote on Fri, 15 May 2009 11:48madrackz wrote on Tue, 12 May 2009 05:34If i could load the Tanks without LOD crap then i would make a new Vehicle pack but im to lazy to cut out the LOD crap

I have already done this but they said they will not use them
can you show small preview please

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by halo2pac on Fri, 29 May 2009 18:55:15 GMT
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Crimson wrote on Mon, 11 May 2009 10:18new anti-cheat methodology
Yay.

Crimson wrote on Mon, 11 May 2009 10:18improvements in netcode.
Lower pings o.0?

Crimson wrote on Mon, 11 May 2009 10:18just removing the annoying bugs.
Wait that's 99% of the game!
(jk lolz)

Crimson wrote on Mon, 11 May 2009 10:18We are also including a "resource downloader" to allow the server to designate any modification or custom maps they would like you to have in order to play and you can download them automatically
God help us all. Unless you are verifying that the resources being sent are legit MIX, Images, or Sounds you are gunna have virus problems.

You could easily rename a virus.exe to kittens.mix, send it, and kill us all.

JPEGs can easily be verified just by the way there hex addresses are, IDK about mixes though (maybe like MP3's which are close to random)

Theres my 4 cents.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by StealthEye on Fri, 29 May 2009 22:28:44 GMT
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Quote:You could easily rename a virus.exe to kittens.mix, send it, and kill us all.
virus.exe will do absolutely nothing until it is executed though; and it won't be. You'd need to write a very specific exploit to abuse the map downloader to send viruses, and that's not easier than writing an exploit for one of the many other bugs in Renegade that could potentially allow remote code execution. (It's quite likely harder).

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by halo2pac on Sat, 30 May 2009 01:18:47 GMT
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Not at all. I have seen malware execute from the caching of an icon. I bet Roshambo can back me up on this since he told me once that just having a virus file is dangerous since some find ways of executing by themselves.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 30 May 2009 01:21:21 GMT
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halo2pac wrote on Fri, 29 May 2009 21:18Not at all. I have seen malware execute from the caching of an icon. I bet Roshambo can back me up on this since he told me once that just having a virus file is dangerous since some find ways of executing by themselves.

And TT packages are not executable and do not provide an icon system.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by halo2pac on Sat, 30 May 2009 06:32:44 GMT
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TT Packages? When did we stop talking about what can be downloaded with the downloader?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by saberhawk on Sat, 30 May 2009 07:03:19 GMT

---

halo2pac wrote on Sat, 30 May 2009 02:32TT Packages? When did we stop talking about what can be downloaded with the downloader?

"Packages" = "Map Downloader File Archive"

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Gen_Blacky on Sat, 30 May 2009 08:30:27 GMT

will the downloader allow people to download whole mods such as new always.dat ect.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by StealthEye on Sat, 30 May 2009 10:04:25 GMT

halo2pac wrote on Sat, 30 May 2009 03:18Not at all. I have seen malware execute from the caching of an icon. I bet Roshambo can back me up on this since he told me once that just having a virus file is dangerous since some find ways of executing by themselves.That's because of a bug in the icon loading code probably; point is that the same thing can be done by ending malicious network packages. The downloader will not make the risk on a bug being exploited higher.. You'll need to write a specific exploit to a specific bug in either the downloader or any other Renegade code, which part you choose does not really matter much. It's not as easy as renaming virus.exe, just like it's not as easy as just sending the virus.exe over the renegade network connection. Tricky exploits are needed to make it execute.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by halo2pac on Sat, 30 May 2009 15:22:51 GMT

When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
It would be a simple addition to the downloader.

Lets not go into a 10 page topic about this... just keep it in mind when your coding it.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by cmatt42 on Sat, 30 May 2009 15:25:40 GMT

I'm sure they've planned out a much more sophisticated way of checking than simple hex.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Sat, 30 May 2009 15:29:30 GMT
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Reading the first few bytes of a file is probably the worse way of checking for a virus. There is also very little chance a server owner will be able to send anything malicious. You're free to try all you want though

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Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by StealthEye on Sat, 30 May 2009 17:27:50 GMT
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halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Sat, 30 May 2009 18:22:43 GMT
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StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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So will it be restricted to certain types of files (objects.ddb, scripts.dll, skins, sounds, etc), or just anything?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by ErroR on Sat, 30 May 2009 18:30:11 GMT
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what do you mean by scripts.dll??

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by StealthEye on Sat, 30 May 2009 18:50:04 GMT
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BlueThen wrote on Sat, 30 May 2009 20:22StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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TT packages, which include files like that. But definitely not scripts.dll or any other dlls, allowing that would be a big security hole.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Sat, 30 May 2009 19:28:03 GMT
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StealthEye wrote on Sat, 30 May 2009 13:50BlueThen wrote on Sat, 30 May 2009 20:22StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by halo2pac on Sat, 30 May 2009 19:44:21 GMT
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Awesome. Keep up the good work guys.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Sun, 31 May 2009 06:48:12 GMT
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StealthEye wrote on Sat, 30 May 2009 13:50BlueThen wrote on Sat, 30 May 2009 20:22StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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there will be no custom DLLs allowed???

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by jnz on Sun, 31 May 2009 09:01:01 GMT
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Niko "The Lay" wrote on Sun, 31 May 2009 07:48StealthEye wrote on Sat, 30 May 2009 13:50BlueThen wrote on Sat, 30 May 2009 20:22StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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They will be allowed, but the server may not send them to their clients.

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Sun, 31 May 2009 09:05:50 GMT
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jnz wrote on Sun, 31 May 2009 04:01Niko "The Lay" wrote on Sun, 31 May 2009 07:48StealthEye wrote on Sat, 30 May 2009 13:50BlueThen wrote on Sat, 30 May 2009 20:22StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
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there will be no custom DLLs allowed???

They will be allowed, but the server may not send them to their clients.

ah ok, np

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by rrutk on Mon, 19 Sep 2011 11:37:27 GMT
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The new water texture/reflection isn't yet in TT-Patch?

Or may be I'm blind...

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Caveman on Mon, 19 Sep 2011 11:41:45 GMT
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rrutk wrote on Mon, 19 September 2011 12:37The new water texture/reflection isn't yet in TT-Patch?

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 http://www.renegadeforums.com/index.php?t=msg&th=38442&start=0&rid=1 9777

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by kamuixmod on Wed, 26 Oct 2011 22:12:20 GMT
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MEGA BUMP!

What happened about this actually?

Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by StealthEye on Wed, 26 Oct 2011 22:57:31 GMT
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It's not my area so I cannot really say much about it, but doesn't the topic above yours answer your question? I don't know if it's coming back; I don't know why it was not finished in the first place.