Subject: Dynamic Lighting
Posted by Renardin6 on Mon, 27 Apr 2009 09:04:59 GMT
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Seeing what you can do with the water, do you plan to include a new system of lighting for the w3d engine? Or would it be impossible without the source code.

I always wanted to see some dynamic lighting in renegade. It would mean that we wouldn't need lightmap to make the maps looking good.

Subject: Re: Dynamic Lighting
Posted by slosha on Tue, 28 Apr 2009 02:36:41 GMT
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i really think we should just keep renegade the way it is.. i can appreciate the hard work that they're doing and it's great that they are doing it, but nothing is going to save renegade.

Subject: Re: Dynamic Lighting
Posted by TruYuri on Tue, 28 Apr 2009 04:37:57 GMT
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2GLOCK9S wrote on Mon, 27 April 2009 21:36i really think we should just keep renegade the way it is.. i can appreciate the hard work that they're doing and it's great that they are doing it, but nothing is going to save renegade.

Have you ever considered the games built around it? A Path Beyond, Apocalypse Rising, and Reborn?

Because hey, I dunno about you, but ModDB Third Place Indie Game of the Year 2008 for Apoc Rising and 2nd place ModDB Indie Game of the Year 2007 for APB sure means a whole lot when developing new features. Reborn has it's status in the community too that gives it the need for the enhancements too. These games push the engine much farther than Renegade ever did or will and it's pretty important that scripts be as bug-free as possible and working properly for us.

Subject: Re: Dynamic Lighting
Posted by Renardin6 on Tue, 28 Apr 2009 08:17:52 GMT
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http://www.nzone.com/object/nzone_ambientocclusion_home.html

if we could enable ambient occlusion also... It would be awesome.

Subject: Re: Dynamic Lighting
Posted by dirtycop on Tue, 28 Apr 2009 14:48:17 GMT
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You tried the enb series ? http://boris-vorontsov.narod.ru/index_en.html

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Subject: Re: Dynamic Lighting
Posted by Scrin on Tue, 28 Apr 2009 15:12:07 GMT
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lol!, what is this game?

Subject: Re: Dynamic Lighting
Posted by Player on Tue, 28 Apr 2009 15:30:50 GMT
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Niko "The Lay" wrote on Tue, 28 April 2009 10:12lol!, what is this game?

GTA IV

Subject: Re: Dynamic Lighting
Posted by Renardin6 on Tue, 28 Apr 2009 17:22:19 GMT
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hey fellow belgian, we can see the occlusion effect there. We must get that for Renegade

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Subject: Re: Dynamic Lighting
Posted by dirtycop on Wed, 29 Apr 2009 11:14:25 GMT
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Renardin6 wrote on Tue, 28 April 2009 12:22hey fellow belgian, we can see the occlusion effect there. We must get that for Renegade

nononono, no! not belgian, i'm just living here :/

I already tried it on renegade (without bump mapping). You can see it isn't perfect but with some adjustments it just might work.

results

Subject: Re: Dynamic Lighting
Posted by Stefan on Wed, 29 Apr 2009 17:50:47 GMT
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Edit, nvm.

Subject: Re: Dynamic Lighting
Posted by mrÃ£Ã§Ä·z on Mon, 04 May 2009 15:21:41 GMT
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Nice, found the DX source? lol that mostly just blur heh

Subject: Re: Dynamic Lighting
Posted by Xaroxentius on Fri, 08 May 2009 12:18:21 GMT
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How do you get EnB Series working for Renegade?
I tried it for hours, used every mod package for every game from the EnB-Site. I also installed the converter but it DONT WORK.

Please tell me, how you did it

Subject: Re: Dynamic Lighting
Posted by mrÃ£Ã§Ä·z on Fri, 08 May 2009 13:02:55 GMT
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ENB doesnt work with Renegade, me, di3 already tryed it, but you can check out the DX source with zhe Direct 3D hook

Subject: Re: Dynamic Lighting

Posted by dirtycop on Fri, 08 May 2009 22:27:51 GMT
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This one works just fine http://boris-vorontsov.narod.ru/enbseries_gtasa_v0075s.zip

Subject: Re: Dynamic Lighting
Posted by nopol10 on Sat, 09 May 2009 00:35:14 GMT
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The GTA VC one works for me as well. It crashes on alt-tab though, so its really not worth the time.

Subject: Re: Dynamic Lighting
Posted by Scrin on Sat, 09 May 2009 03:28:09 GMT
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all works perfectly, and lol i enable sun rays, like Crysis: Warhead!!!!

Subject: Re: Dynamic Lighting
Posted by ErroR on Sat, 09 May 2009 09:09:22 GMT
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it's WAY too blury

Subject: Re: Dynamic Lighting
Posted by mrÃ£Ã§Ä·z on Sat, 09 May 2009 09:16:38 GMT
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k works,

1 FPS lol

Subject: Re: Dynamic Lighting
Posted by cmatt42 on Sat, 09 May 2009 14:39:45 GMT
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Great balls of fire, that looks terrible.

Subject: Re: Dynamic Lighting
Posted by Ghostshaw on Sat, 09 May 2009 15:50:05 GMT
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This adds a new dimension to the world "horrible".

Subject: Re: Dynamic Lighting
Posted by ErroR on Sat, 09 May 2009 17:58:31 GMT
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Ghostshaw wrote on Sat, 09 May 2009 18:50This adds a new dimension to the world "horrible".
"dynamic"

Subject: Re: Dynamic Lighting
Posted by dirtycop on Sat, 09 May 2009 21:31:16 GMT
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ErroR wrote on Sat, 09 May 2009 19:58Ghostshaw wrote on Sat, 09 May 2009 18:50This adds a new dimension to the world "horrible".
"dynamic"
Looks horrible because it wasn't exacly intended for Rene.

Take a look at other games

How awesome is that ?

It just needs some adjusting to fit rene

Subject: Re: Dynamic Lighting
Posted by mrÃ£Ã§Ä·z   on Sat, 09 May 2009 21:44:33 GMT
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Create own shader get rid of ENB FPS Eater

Subject: Re: Dynamic Lighting
Posted by saberhawk on Sat, 09 May 2009 22:16:39 GMT
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dirtycop wrote on Sat, 09 May 2009 17:31ErroR wrote on Sat, 09 May 2009 19:58Ghostshaw
wrote on Sat, 09 May 2009 18:50This adds a new dimension to the world "horrible".
"dynamic"
Looks horrible because it wasn't exacly intended for Rene.

Take a look at other games
<snip>Bunch of blurry images</snip>
How awesome is that ?

It just needs some adjusting to fit rene

Not very...

Subject: Re: Dynamic Lighting
Posted by LiL KiLLa on Wed, 13 May 2009 13:52:43 GMT
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and It's Niko Bellic !!!!

Subject: Re: Dynamic Lighting
Posted by Scrin on Wed, 13 May 2009 14:36:30 GMT
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Izual wrote on Wed, 13 May 2009 08:52

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and It's Niko Bellic !!!!