
Subject: Mirror maps and players clientside
Posted by [Veyrdite](#) on Tue, 14 Jul 2009 08:21:06 GMT
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Would it be possible to allow the client to mirror the map on their computer along either the x or y axis? As long as the coords of map vertices, objects coords and vertices, bullets etc are reversed the game would be equivalent and not have any advantages over other players.

This would be entirely aesthetic of course, but it would bring a new feel to any Renegade map (official or non). Image played Nod on under with the exit to the field on your right.

This is not a pixel-swap, as then all text, hud elements and movement would also be reversed. Would it be possible? Although not important it would be a nice feature.

Hope to see TT released soon

Subject: Re: Mirror maps and players clientside
Posted by [ErroR](#) on Tue, 14 Jul 2009 13:07:17 GMT
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I don't really understand what you mean? By any chance you mean base placements would swap?

Subject: Re: Mirror maps and players clientside
Posted by [Ethenal](#) on Tue, 14 Jul 2009 16:34:54 GMT
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That's probably asking way too much for something that's being reversed engineered to begin with...

Subject: Re: Mirror maps and players clientside
Posted by [Veyrdite](#) on Sat, 18 Jul 2009 07:32:07 GMT
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It would require $x = 0 - x$ to be called just before the coords of objects, bullets etc are rendered (once a frame?) The player controls however may need reversing.

Simply put, a map and all of its contents are mirrored perfectly. The player, vehicles etc behave normally and the hud is not mirrored.

This is not a separate-map idea - the players on the same server can play mirrored or non without an advantage either way. The server itself wouldn't even have to know.

Once again I stress this is not vital, but simply an idea.

Subject: Re: Mirror maps and players clientside
Posted by [DutchNeon](#) on Mon, 20 Jul 2009 01:46:05 GMT
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Mirrored ftw:

Maps look SO different then haha

Subject: Re: Mirror maps and players clientside
Posted by [nopol10](#) on Mon, 20 Jul 2009 02:25:03 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=395621&rid=4231#msg_3_95621
