
Subject: [Shader] Horizontal Flip Shader

Posted by [nopol10](#) on Mon, 20 Jul 2009 02:24:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Since Dthdealer was asking for this in the TT forum, I decided to try it out with a shader. What this does is flip your ingame screen horizontally so you can get a different experience!

You would have to change your controls if you want to use this or you'll be messed up really badly. No screenshots because it really isn't needed and I'm on a crappy school Internet connection. If you want to post them, feel free.

Dump both to data folder, backup the original sceneshaders.sdb.

Copy config.dat and input05.cfg into renegade\data\config for the key config that works with this. Also, you'll need to play with your mouse turned 180 degrees.

One screenie:

File Attachments

- 1) [sceneshaders.sdb](#), downloaded 125 times
- 2) [PP_FlipHorz.fx](#), downloaded 146 times
- 3) [ScreenShot01.png](#), downloaded 876 times



- 4) [CONFIG.DAT](#), downloaded 97 times
- 5) [input05.cfg](#), downloaded 167 times

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [slosha](#) on Mon, 20 Jul 2009 02:33:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's crazy!

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [_SSnipe_](#) on Mon, 20 Jul 2009 02:34:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

want ss, plz find a way i cant get shaders to work so i want ss anyone

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Altzan](#) on Mon, 20 Jul 2009 04:14:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Glock~ wrote on Sun, 19 July 2009 21:33That's crazy!

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [_SSnipe_](#) on Mon, 20 Jul 2009 05:21:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh fuck dude, thats such a mind fucking headache

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Veyrdite](#) on Mon, 20 Jul 2009 05:36:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Good-One-Driver](#) on Mon, 20 Jul 2009 05:42:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Post ss I want to see

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [_SSnipe_](#) on Mon, 20 Jul 2009 05:54:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

GoodOneDriver wrote on Sun, 19 July 2009 22:42Post ss I want to see
ahhhh look up?

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Good-One-Driver](#) on Mon, 20 Jul 2009 05:59:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

It look like reg renegade
Edit: ohhh. Haha I get it now wow it prob not work online?

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [_SSnipe_](#) on Mon, 20 Jul 2009 06:14:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is how it should look (ignore hud)
Original (ignore Hud)

This is what shaders do
With Shaders

File Attachments

1) [ScreenShot01.png](#), downloaded 715 times



2) [ScreenShot01 - Copy.png](#), downloaded 722 times



Subject: Re: [Shader] Horizontal Flip Shader
Posted by [nopol10](#) on Mon, 20 Jul 2009 06:46:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its a shader, it works everywhere. Also it is a disadvantage because the HUD is drawn after the scene is rendered, so the targeting system will show the wrong direction for moving objects and the radar will be wrong as well. Have fun

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [CarrierII](#) on Mon, 20 Jul 2009 09:29:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

ROFL!

That made me very confused.

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Boofst0rm](#) on Mon, 20 Jul 2009 10:14:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

wont effect ma *cheat name removed*though

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [ErroR](#) on Mon, 20 Jul 2009 10:36:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

crazy indeed

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [Xena](#) on Mon, 20 Jul 2009 10:46:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol i saw that screenshot and thought: i dont remember it being like that?

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [ErroR](#) on Mon, 20 Jul 2009 10:47:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

it looks so different

Subject: Re: [Shader] Horizontal Flip Shader

Posted by [CarrierII](#) on Mon, 20 Jul 2009 10:48:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

The thing I like is that now everyone is shooting with their left hand, something I would do IRL.
(Except with certain guns)

Subject: Re: [Shader] Horizontal Flip Shader

Posted by [_SSnipe_](#) on Mon, 20 Jul 2009 16:59:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

So if your running these, and shoot to your left, ingame from another players point of view are you shooting at the right spot? or will it be the wrong direction

Subject: Re: [Shader] Horizontal Flip Shader

Posted by [CarrierII](#) on Mon, 20 Jul 2009 18:07:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

No idea, I should try it on my LAN and get back to you. I should do by the end of today.

Subject: Re: [Shader] Horizontal Flip Shader

Posted by [Tupolev TU-95 Bear](#) on Mon, 20 Jul 2009 18:10:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Mon, 20 July 2009 11:48The thing I like is that now everyone is shooting with their left hand, something I would do IRL. (Except with certain guns)

Meh i shoot left handed so it shouldnt be a problem

Subject: Re: [Shader] Horizontal Flip Shader

Posted by [Veyrdite](#) on Tue, 21 Jul 2009 05:52:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Everything you do and see is 100% normal as EVERYTHING to do with action is mirrored. If you shoot to the left, on a normal client you will shoot to the right but the bullet will fly the same way and hit the exact same place. Pretend what you are seeing is a monitor in the mirror.

Subject: Re: [Shader] Horizontal Flip Shader
Posted by [nopol10](#) on Tue, 21 Jul 2009 06:45:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is just a simple line of code that flips the rendered scene by doing $x = 1.0 - x$. No 3D manipulation needs to or has been done. The cool thing you notice when using this is that you'll find the map is actually shaped to be mirrored almost perfectly. For example, you'll feel as if you're on GDI in Under when you're actually on Nod and it adds a nice little sort of novelty to the gameplay.
