
Subject: Emitters

Posted by [Jerad2142](#) on Sun, 08 Nov 2009 20:17:56 GMT

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Limit on the line emitter geometry is really annoying, if you guys could knock that up that'd be great.

Also that limit seems to effect all emitters in some way, causing them to disappear, or perhaps draw differently when your camera faces more complex areas of the map.

Here, I'll give you an example, top row is while facing a low poly count side of the map. Bottom row the visible poly count on the map is a bit higher.

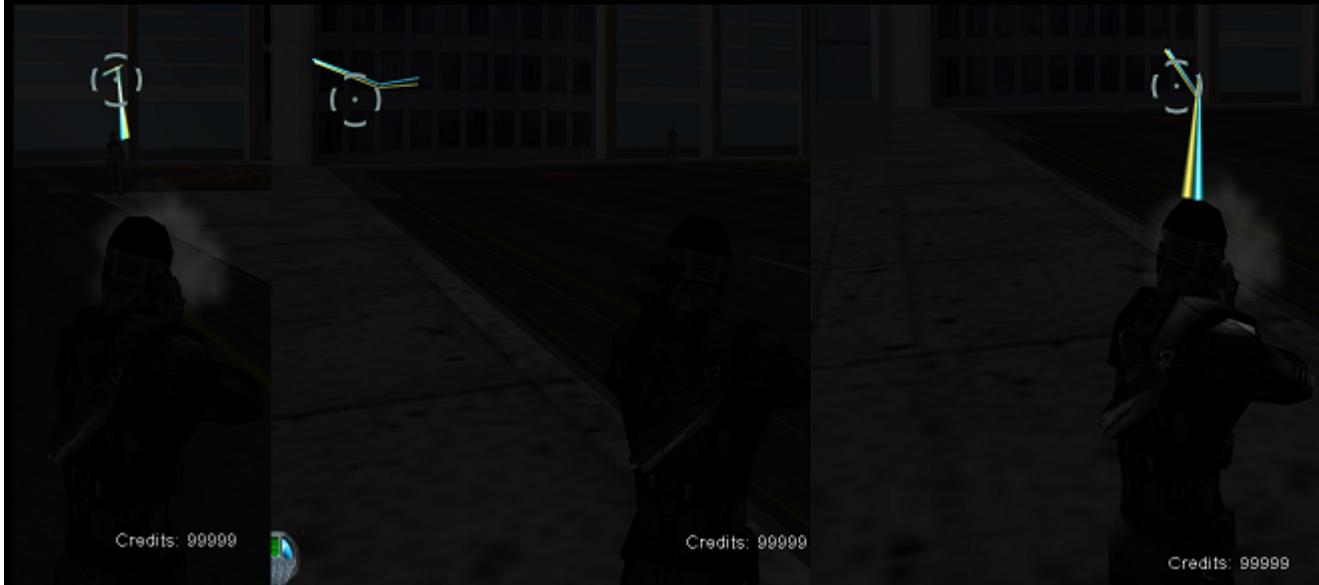
I hope you can see the difference >.<

File Attachments

1) [fd.png](#), downloaded 646 times



Same weapon, same map, same game, the below pictures I am just facing South instead North, North is facing the maps boundary, while South is looking across a more detailed portion of the map.



Subject: Re: Emitters

Posted by [GEORGE ZIMMER](#) on Mon, 09 Nov 2009 06:18:22 GMT

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Yeah, I notice this a lot with repair beams and volt rifles. It gets annoying, especially for mods, when the beam subdivision (and I suppose emitters to if what you're saying means they're related) just doesn't work.

I haven't noticed the emitters thing quite as much, but it'd make sense.

Subject: Re: Emitters

Posted by [jonwil](#) on Mon, 09 Nov 2009 08:13:13 GMT

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I know we had this problem with the APB telsa weapons. And I know we have a fix somewhere for it, I just cant remember what it is.

Subject: Re: Emitters

Posted by [Jerad2142](#) on Mon, 09 Nov 2009 17:22:36 GMT

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jonwil wrote on Mon, 09 November 2009 01:13I know we had this problem with the APB telsa weapons. And I know we have a fix somewhere for it, I just cant remember what it is.

Well it'd be awesome if the fix was reverse engineered for Renegade.

Subject: Re: Emitters

Posted by [GEORGE ZIMMER](#) on Mon, 09 Nov 2009 17:53:33 GMT

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Jerad Gray wrote on Mon, 09 November 2009 11:22jonwil wrote on Mon, 09 November 2009 01:13I know we had this problem with the APB telsa weapons. And I know we have a fix somewhere for it, I just cant remember what it is.

Well it'd be awesome if the fix was reverse engineered for Renegade.

I doubt it'd have to be "reverse engineered", seeing as how they still share the same engine.

Subject: Re: Emitters

Posted by [Jerad2142](#) on Mon, 09 Nov 2009 20:03:20 GMT

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Well thanks to the help of Saberhawk I found the value in hex editor, changed it, and increased the emitter limit...

Unfortunately when I changed the value, my slider auto slid to medium, therefore I was not aware that I was successful into I had edited almost all the matching values.

So once I narrow down which value it actually was I'll give you guys the address so you can join in Renegade with a less crappy effect limit.

Subject: Re: Emitters

Posted by [Jerad2142](#) on Mon, 09 Nov 2009 21:19:53 GMT

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Okay then here we are:

NOTE: There are other numbers that you would have to change to make the slider actually work correctly. Right now the number in RED is when the slider is at max, where as YELLOW is when the slider is at MEDIUM. (The red has a 4 byte int value of 10,000 where as the yellow is 5,000. Once you change the values you will have to move the slider down then to max to apply the changes).

All I did in my copy of game.exe was change the red value ("10 27 00 00") to "E8 FD 00 00" E8 FD 00 00 is 65,000 in 4byte int, this is the value that Saberhawk recommended. (I did knock the value way up past this and the game still ran, but it wouldn't surprise me if the game will crash if you get enough effects on the screen. IE: I have noticed in the past if you get enough faces with ADD as their blend setting the game will crash (note: it was a lot like 24,000)).

File Attachments

1) [Values.png](#), downloaded 484 times

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	10	11	12	13	14	15	16
0008815D	BB	07	00	00	00	8D	34	CD	BC	B8	7F	00	8B	46	FC	8D	88	0F	FC	FF	FF	83	B
00088174	08	77	2C	FF	24	8D	B0	81	48	00	50	8B	CF	E8	FA	1F	06	00	8B	16	6A	01	5
0008818B	8B	C8	E8	0E	40	07	00	EB	0F	83	3E	01	0F	94	C1	51	50	8B	CF	E8	9D	22	0
000881A2	00	83	C6	08	4B	75	C0	5F	5E	5B	C2	0C	00	90	94	81	48	00	7E	81	48	00	9
000881B9	81	48	00	7E	81	48	00	7E	81	48	00	A3	81	48	00	7E	81	48	00	A3	81	48	0
000881D0	7E	81	48	00	90	90	90	90	90	90	90	90	90	90	90	90	90	83	EC	18	53	55	56
000881E7	8B	F1	68	F9	03	00	00	E8	8D	1F	06	00	68	F2	03	00	00	8B	CE	8B	F8	E8	7
000881FE	1F	06	00	68	F4	03	00	00	8B	CE	8B	D8	E8	71	1F	06	00	68	F7	03	00	00	8
00088215	CE	8B	E8	E8	63	1F	06	00	68	F5	03	00	00	8B	CE	89	44	24	14	E8	53	1F	0
0008822C	00	6A	01	68	80	57	7F	00	6A	00	68	74	52	7F	00	89	44	24	24	E8	8C	1F	B
00088243	FF	83	C4	0C	8D	4C	24	24	50	E8	5F	3A	15	00	8A	44	24	24	84	CO	0F	84	A
0008825A	01	00	00	8B	85	14	06	00	00	8B	4C	24	10	8B	BF	14	06	00	00	8B	9B	14	0
00088271	00	00	8B	91	14	06	00	00	89	44	24	18	8B	44	24	14	68	F1	03	00	00	89	5
00088288	24	20	8B	88	14	06	00	00	89	4C	24	18	8B	CE	E8	05	22	06	00	25	FF	00	0
0008829F	00	68	F3	03	00	00	8B	CE	8B	E8	E8	F2	21	06	00	25	FF	00	00	00	33	F6	8
000882B6	FF	89	44	24	10	74	16	83	FF	01	75	07	BE	88	13	00	00	EB	0A	83	FF	02	7
000882CD	05	BE	10	27	00	00	8B	15	98	B9	7F	00	56	52	8D	4C	24	28	E8	CC	3A	15	0
000882E4	A1	9C	B9	7F	00	56	50	8D	4C	24	28	E8	BC	3A	15	00	8B	15	A0	B9	7F	00	3
000882FB	C9	85	DB	0F	95	C1	51	52	8D	4C	24	28	E8	A4	3A	15	00	A1	A8	B9	7F	00	5
00088312	50	8D	4C	24	28	E8	94	3A	15	00	8B	0D	A4	B9	7F	00	53	51	8D	4C	24	28	B
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00088340	8D	4C	24	20	85	FF	0F	9E	C0	48	23	C7	50	52	E8	5D	3A	15	00	8B	44	24	1
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0008836E	C0	74	1E	8A	88	DF	00	00	00	84	C9	74	14	8B	54	24	10	A1	B4	B9	7F	00	9
00088385	50	8D	4C	24	28	E8	21	3A	15	00	56	56	E8	4A	87	1E	00	8B	C8	E8	53	B9	1
0008839C	00	85	DB	0F	95	C1	51	E8	38	87	1E	00	8B	C8	E8	11	FD	19	00	85	ED	0F	9
000883B3	C2	52	E8	26	87	1E	00	8B	C8	E8	DF	FC	19	00	E8	1A	87	1E	00	8B	C8	E8	0
000883CA	FD	19	00	3B	C3	74	12	E8	DA	16	0A	00	53	E8	04	87	1E	00	8B	C8	E8	FD	B
000883E1	19	00	33	C0	85	FF	0F	9E	C0	48	23	C7	50	E8	CD	26	0A	00	8B	44	24	20	8
000883F8	C4	04	A3	34	20	81	00	8D	4C	24	20	E8	28	39	15	00	5F	5E	5D	B0	01	5B	8
0008840F	C4	18	C3	90	90	90	90	90	90	90	90	90	90	90	90	90	53	56	8B	F1	33	D	
00088426	8B	46	04	89	5E	10	3B	C3	74	11	38	5E	0D	74	0C	50	E8	45	A8	1E	00	83	0
0008843D	04	89	5E	04	88	5E	0D	89	5E	08	5E	5B	C3	90	90	90	90	90	90	8A	41	0C	8
00088454	C0	75	05	33	C0	C2	04	00	8B	44	24	04	8B	51	04	2B	C2	C1	E8	02	C2	04	0
0008846B	90	90	90	90	90	53	56	8B	71	08	57	8B	7C	24	10	3B	77	08	75	27	33	D2	8