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 590 times

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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 440 times

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F	10	11	12	13	14	15
0008815D	BB	07	0.0	00	0.0	8D	34	CD	BC	B8	7 F	00	8B	46	FC	8D	88	OF	FC	FF	FF	83 F
00088174	08	77	2C	FF	24	8D	BO	81	48	00	50	8B	CF	E8	FA	1F	06	00	8B	16	6A	01 5
00008174	8B	Ć8	E8	0E	40	07	00	EB	OF	83	3E	01	OF	94	C1	51	50	8B	CF	E8	9D	22 (
0000810B	0.0	83	C6	08	4B	75	CO	5F	5E	5B	C2	OC.	0.0	90	94	81	48	0.0	7E	81	48	00 9
000081R2	81	48	00	7E	81	48	0.0	7E	81	48	00	A3	81	48	00	7E	81	48	0.0	A3	81	48 0
000081D9	7E	81	48	00	90	90	90	90	90	90	90	90	90	90	90	90	83	EC	18	53	55	56 5
000081E7	8B	F 1	68	F9	03	00	00	E8	8D	1F	06	00	68	F2	03	00	00	8B	CE	8B	F8	E8 7
000881FE	1F	06	0.0	68	F 4	03	0.0	00	8B	CE	8B	D8	E8	71	1F	06	0.0	68	F7	03	0.0	00 8
00088215	ĈE	8B	E8	E8	63	1F	06	00	68	F5	03	00	00	8B	ĈE	89	44	24	14	E8	53	1F (
0008822C	00	6A	01	68	80	57	7 F	00	6A	00	68	74	52	7 F	00	89	44	24	24	E8	8C	1F E
00088243	FF	83	C 4	0C	8D	4C	24	24	50	E8	5F	ЗА	15	00	8A	44	24	24	84	CO	OF	84 7
0008825A	01	00	0.0	8B	85	14	06	00	0.0	8B	4C	24	10	8B	BF	14	06	00	0.0	8B	9B	14 0
00088271	0.0	00	8B	91	14	06	00	00	89	44	24	18	8B	44	24	14	68	F 1	03	00	00	89 5
00088288	24	20	8B	88	14	06	00	0.0	89	4C	24	18	88	CE	E8	05	22	06	00	25	FF	00 0
0008829F	0.0	68	FЗ	03	00	00	8B	CE	8B	E8	Ε8	F2	21	06	0.0	25	FF	0.0	00	00	33	F6 8
000882B6	FF	89	44	24	10	74	16	83	FF	01	75	07	ΒE	88	13	00	0.0	EВ	OΑ	83	FF	02 7
000882CD	0.5	BE	10	27	0.0	0.0	8B	15	98	В9	7 F	0.0	56	52	8D	4C	24	28	E8	CC	ЗА	15 0
000882E4	Α1	9C	В9	7 F	0.0	56	50	8D	4 C	24	28	E8	ВС	ЗА	15	0.0	8B	15	ΑO	В9	7 F	00 3
000882FB	С9	85	DΒ	0F	95	C1	51	52	8D	4C	24	28	Ε8	A4	ЗА	15	00	Α1	Α8	В9	7 F	00 5
00088312	50	8D	4 C	24	28	E8	94	ЗΑ	15	0.0	8B	OD	Α4	В9	7 F	0.0	53	51	8D	4 C	24	28 E
00088329	83	ЗА	15	0.0	8B	44	24	18	BF	02	00	0.0	00	2B	F8	33	CO	8B	15	AC	В9	7F 0
00088340	8 D	4C	24	20	85	FF	ΟF	9E	CO	48	23	C7	50	52	E8	5D	ЗА	15	00	8B	44	24 1
00088357	8B	OD	ВО	В9	7 F	00	50	51	8 D	4C	24	28	E8	48	ЗА	15	00	Α1	ΕO	13	83	00 8
0008836E	CO	74	1 E	8A	88	DF	00	0.0	0.0	84	С9	74	14	8B	54	24	10	A 1	В4	В9	7 F	00 5
00088385	50	8D	4 C	24	28	E8	21	ЗА	15	0.0	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	0.0	85	ΕD	OF 9
000883B3	C2	52	E8	26	87	1E	00	8B	C8	E8	DF	FC	19	0.0	E8	1A	87	1E	0.0	8B	C8	E8 6
000883CA	FD	19	0.0	3B	С3	74	12	E8	DA	16	OA	00	53	E8	04	87	1E	0.0	8B	C8	E8	FD F
000883E1	19	0.0	33	CO	85	FF	OF	9E	CO	48	23	C7	50	E8	CD	26	OA	00	8B	44	24	20 8
000883F8	C 4	04	A3	34	20 90	81	0.0	8D	4C	24	20	E8	28	39	15 90	00	5F	5E	5D	BO	01	5B 8
0008840F 00088426	C 4 8B	18	C3	90 89	90 5E	90 10	90 3B	90 C3	90 74	90 11	90 38	90 5E	90 0D	90 74	9 U	90 50	90 E8	53 45	56 A8	8B 1E	F1	33 I
0008843D	0.6	46 89	5E	04	88	5E	OD	89	74 5E	08	5E	5B	C3	90	90	90	90	90	90	BA	41	0C 8
00088454	CO	75	05	33	CO	C2	04	00	SE 8B	44	24	04	8B	51	04	2B	02	01	E8	0A	C2	04 (
0008846B	90	90	90	90	90	53	56	8B	71	08	57	8B	7C	24	10	3B	77	08	75	27	33	D2 8
00000400	90	50	50	50	50	55	50	OB	/ I	00	J/	ОΒ	70	24	ΤU	JD	/ /	00	73	47	JJ	DZ (