Subject: Re: Anyone else want to do shaders for the other vehicles?
Posted by saberhawk on Wed, 04 Jul 2007 23:59:53 GMT

joe937465 wrote on Wed, 04 July 2007 04:48great..............more fps lagg.........

In all honesty, the project is using another per-pixel lighting shader akin to the one that APB will be released with (ALS, aka AdvancedLightingSystem) via shader plugin route. That shader is as close to fully optimized as it can be, and in fact I get around 10FPS more in the screenshot below with ALS than without it.

Oh, and here is the SBH lit via ALS, with the stealth effect disabled in presets. Don't worry though, it still works but the actual effect is somewhat...classified at the current time.