Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by LR01 on Fri, 17 Apr 2009 13:03:47 GMT

Saberhawk wrote on Thu, 16 April 2009 23:55LR01 wrote on Thu, 16 April 2009 03:39Nice water there, now I wonder, how does it work?
I mean, how do you create water now? (don't think it's done through renx now is it?)
Ore like the unreal engine.

You first make "stock" water (aka water that'll appear if shaders aren't supported). On that water, you add a few (new) mapper arguments that tell it to be disabled if a certain shader is support. Then you create the new water plane with regular unwrapping and add a few other mapper arguments (like "Shader=<shader name>") to actually set the shader and do a bit of other needed magic to turn it off completely if the shader isn't supported. Then you hook up some other entries in other files and you are good to go.

ah, then something more (say if I to far away from the topic)
no changes on the W3D plugin?