Subject: reflective water...
Posted by ben5015se on Thu, 10 Nov 2005 03:54:39 GMT
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is it possible to make reflective water in renegade...

someone made it possible in operation flashpoint..
http://virtualbattlespace.com/index_files/dxdll16.jpg
http://www.cs.joensuu.fi/~mhyvar/ofp-kopterilentaa.jpg
the water looks the same it just reflects...cant that be done with renegade to..

im just wondering..

Subject: Re: reflective water...
Posted by icedog90 on Thu, 10 Nov 2005 05:24:24 GMT
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Nope.

Subject: Re: reflective water...
Posted by Renardin6 on Thu, 10 Nov 2005 11:14:58 GMT
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Icedog is right but you can use some other way.

Download conquest_winter and see the cave.

(that adds a lot of polys but the effect is nice.)

Bad point: not a reflect, just an inverted map and transparent ground. You won't see vehicles or characters on the 'reflect'.

Subject: Re: reflective water...
Posted by icedog90 on Thu, 10 Nov 2005 20:36:27 GMT
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Yeah, you can do that, but it doesn't reflect real-time objects such as units or players.

Subject: Re: reflective water...
Posted by ben5015se on Fri, 11 Nov 2005 23:34:59 GMT

i found it funny in ofp that the reflectivity doesnt fit in with the water.. altho the effect is nice.. especially with llamauxx+dxdll <3 (nice sky/enviroment and reflective water obvoisly)

anyway thanks guys

Subject: Re: reflective water...
Posted by ben5015se on Thu, 17 Nov 2005 03:53:37 GMT

it looks so dumb

 http://www.multiplayerforums.net/index.php?s=e1239aa068c683d
c33b084d0308e51b1&act=Attach&type=post&id=935

Subject: Re: reflective water...
Posted by icedog90 on Thu, 17 Nov 2005 23:37:59 GMT

ben5015se wrote on Wed, 16 November 2005 19:53it looks so dumb

 http://www.multiplayerforums.net/index.php?s=e1239aa068c683d
c33b084d0308e51b1&act=Attach&type=post&id=935

Not if you do it right: http://newhope.conquergaming.com/cutenews/data/upimages/corr idor1.jpg

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Subject: Re: reflective water...
Posted by Aprime on Fri, 18 Nov 2005 04:24:45 GMT

icedog90 wrote on Thu, 10 November 2005 00:24Nope.

Uh, prove it?

I mean, if it could be done in BFMEII, why couldn't it be done with Renegade since BFMEII uses an upgraded version of the SAGE (based off W3D) engine.

Subject: Re: reflective water...
Posted by icedog90 on Fri, 18 Nov 2005 05:34:56 GMT

Wow, talk about ignorance. Your very own key words prove it for me.

ComradeUh, prove it?

I mean, if it could be done in BFMEII, why couldn't it be done with Renegade since BFMEII uses an upgraded version of the SAGE (based off W3D) engine.

You don't know what the hell you're talking about.

Subject: Re: reflective water...
Posted by Spice on Fri, 25 Nov 2005 11:35:28 GMT
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reflective water, shameclitve water!

Just put some mesh underneath with a nice sand texture, make the texture uvw slide by like 0.4 and reduce the opacity to like 65%.

Subject: Re: reflective water...
Posted by Renardin6 on Fri, 25 Nov 2005 22:39:07 GMT
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Or hoax the source code from some 'company' and share with us. Then we will find a way to add that feature.