Subject: Reflective Materials
Posted by Burn on Thu, 05 Jul 2007 15:51:50 GMT

OK I conducted a search and read this topic:
http://www.renegadeforums.com/index.php?t=msg&goto=236987&rid=0&srch
=reflective#msg_236987

I gave it a try and it gave me something but not exactly what I wanted. I'm trying to make a reflective floor material. I'm not looking to reflect light but instead I'd like to have the floor have a nice subtle "freshly waxed" look to it and I'd like for it to reflect the walls and the ceiling and the character (or any other objects on top of it).

Is there something I'm missing out? Do I need a better detail texture? Let me know please!!

Thanks again!

Subject: Re: Reflective Materials
Posted by Oblivion165 on Thu, 05 Jul 2007 15:58:13 GMT

Like so?

```
File Attachments
1) BattleFront Platform.zip, downloaded 172 times
```

Subject: Re: Reflective Materials
Posted by Jerad2142 on Thu, 05 Jul 2007 16:35:08 GMT

Reflecting the charter is not CURRENTLY possible in Renegade, but I suspect it will be in the future.

Subject: Re: Reflective Materials
Posted by Burn on Thu, 05 Jul 2007 16:35:37 GMT

Hahaha There's nothing in that file.

I think I know which one you're talking about though... Is that the picture of the Star Wars ship docking area with the reflective floor? If that's the picture then YES! that's EXACTLY what I'm looking for.

That's OK if it doesn't reflect the character just as long as it reflects everything else.

I like your avatar by the way.

Subject: Re: Reflective Materials
Posted by Oblivion165 on Thu, 05 Jul 2007 16:53:55 GMT
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There is a model and textures in the zip file....

EDIT: Here is another texture. Its in the always.dat but if its not reading it then put this with the model.

```
File Attachments
1) Ob_wall02.tga, downloaded 157 times
```

Subject: Re: Reflective Materials
Posted by Burn on Thu, 05 Jul 2007 17:25:01 GMT
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Oh OK I see the files now...

Before I just clicked on "Open" and it didn't show anything for some reason. I got them now, thanks man! I appreciate it.

EDIT: Is there any way I can see how that material was made? I uploaded the .w3d into RenX but it only shows two boxes which i assume are bones? And when I preview the .w3d in the Commando Level Editor it doesn't display the materials, just that white Westwood invalid texture map. I'd like to see the settings for that texture if that's ok, and if you have the time.

Subject: Re: Reflective Materials
Posted by Oblivion165 on Thu, 05 Jul 2007 17:56:32 GMT
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When you export a w3d from 3dsmax, it cant be imported into renx using the import script.

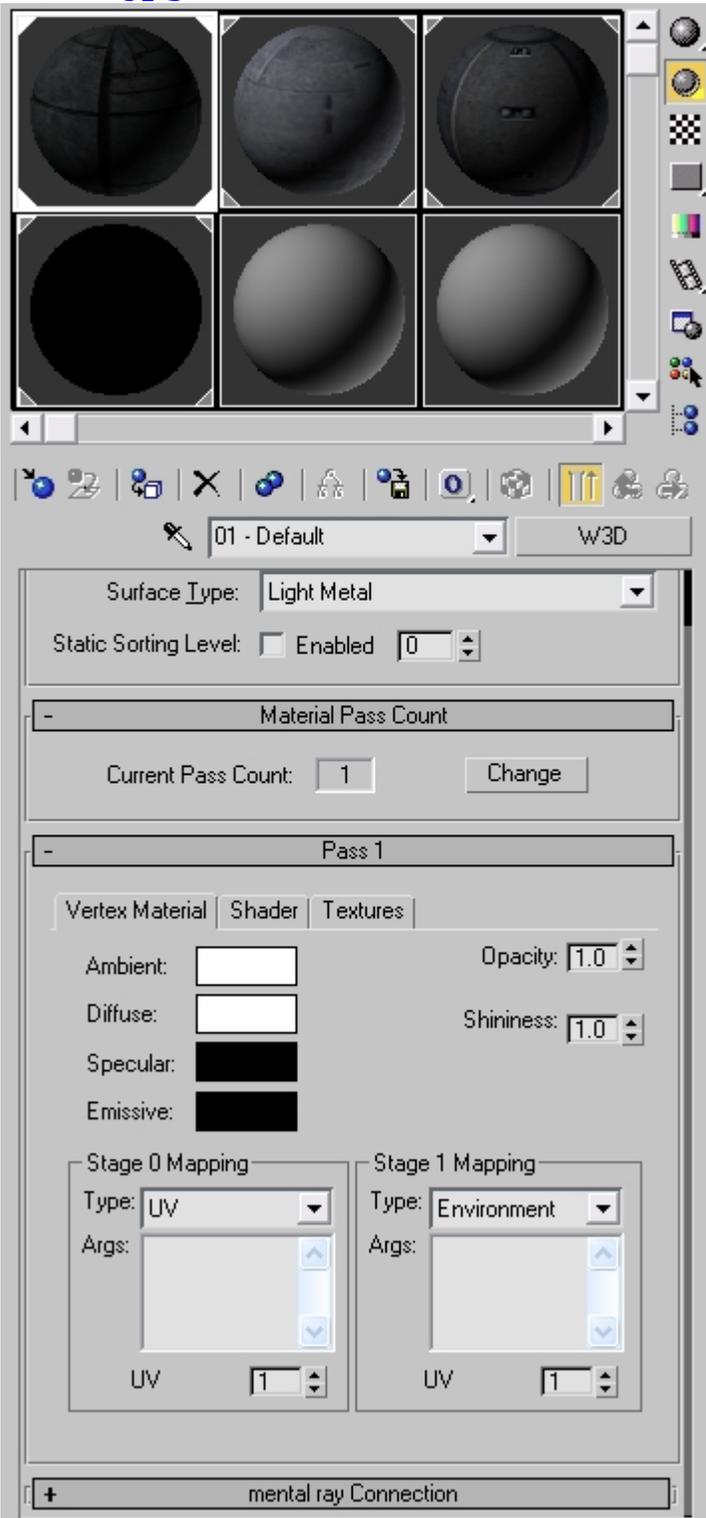You got to copy the files over to the mod folder to see it in Le.

Yeah, i was just wanting to know if thats what you were looking for.
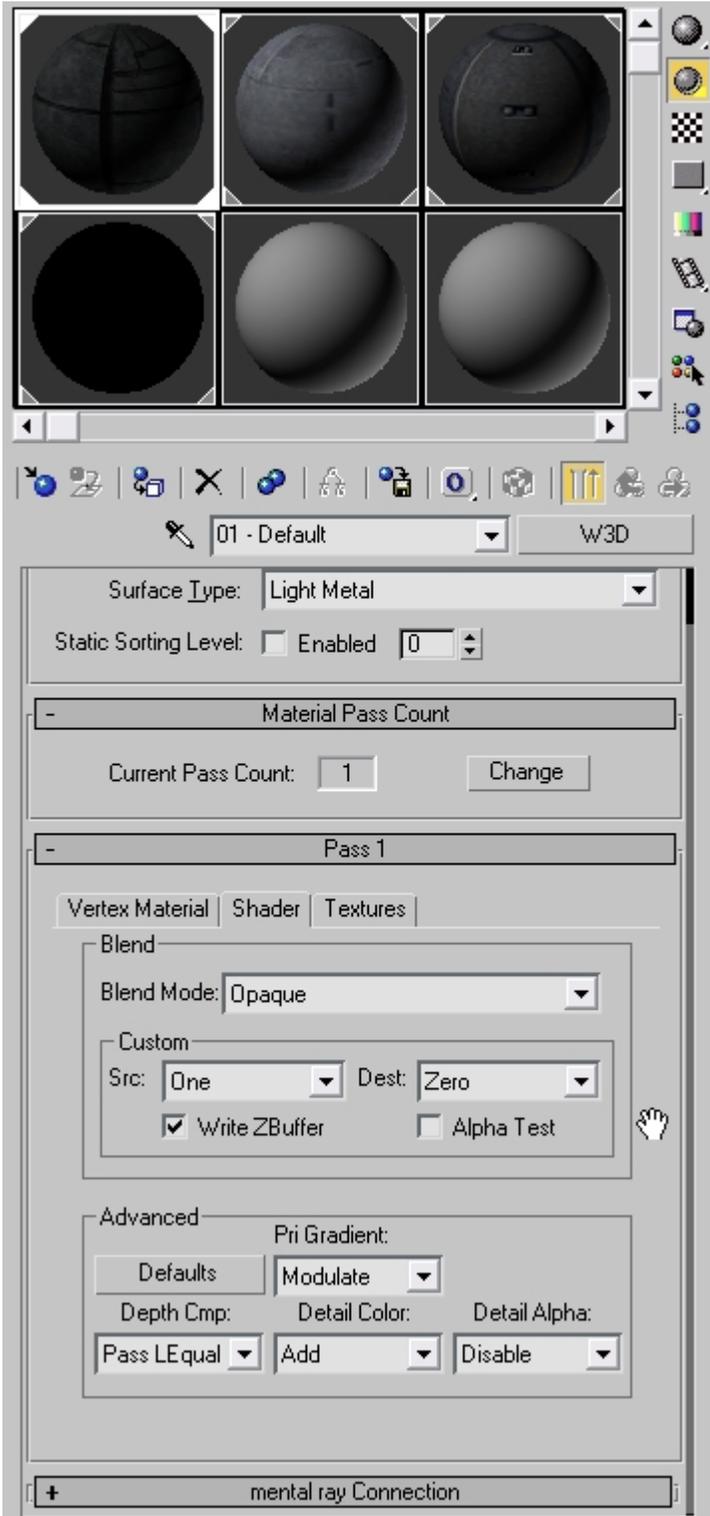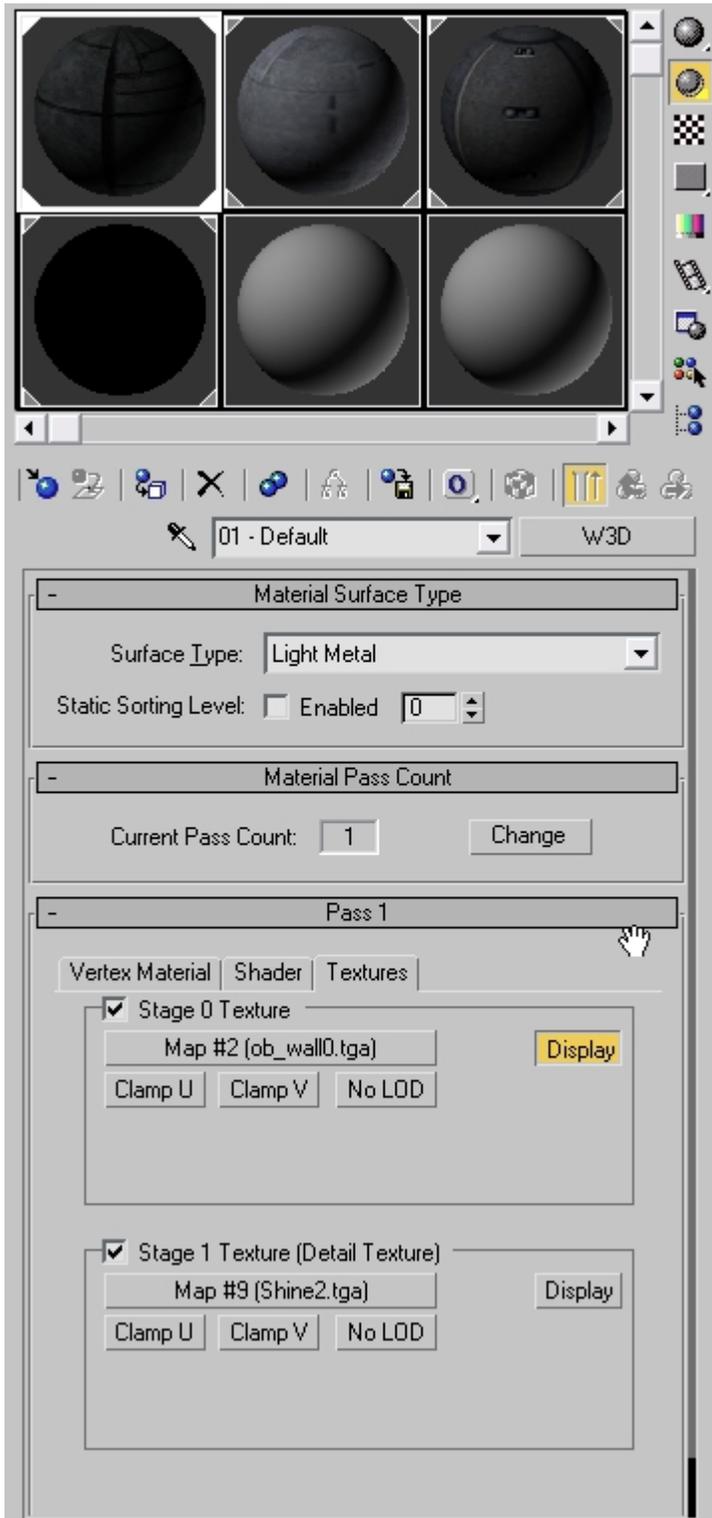
Here is how i have it:

```
File Attachments
```

1) 1.jpg, downloaded 774 times

2) 2.jpg, downloaded 778 times

3) 3.jpg, downloaded 774 times

01 - Default   W3D

Material Surface Type

Surface Type: Light Metal

Static Sorting Level: ☐ Enabled [0] ⬍

Material Pass Count

Current Pass Count: [1]   Change

Pass 1

Vertex Material | Shader | Textures

☑ Stage 0 Texture
    Map #2 (ob_wall0.tga)   Display
    Clamp U | Clamp V | No LOD

☑ Stage 1 Texture (Detail Texture)
    Map #9 (Shine2.tga)   Display
    Clamp U | Clamp V | No LOD

Subject: Re: Reflective Materials
Posted by Burn on Thu, 05 Jul 2007 18:47:09 GMT
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Hmm... Interesting. I have the "freshly waxed" look now but it doesn't seem to be reflecting the walls that are around it. I am making a lot of progress though.

Subject: Re: Reflective Materials
Posted by saberhawk on Thu, 05 Jul 2007 20:02:16 GMT
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Actual reflections aren't currently possible in Renegade.

Subject: Re: Reflective Materials
Posted by Slave on Thu, 05 Jul 2007 20:20:17 GMT
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There's always the dirty way.

Clone everything, and mirror it below a semi transparant floor.

Subject: Re: Reflective Materials
Posted by PaRaDoX on Thu, 05 Jul 2007 21:17:25 GMT
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make sure you use a waxy material on it so it looks reflective or you can play around with other methods.

Subject: Re: Reflective Materials
Posted by Slave on Thu, 05 Jul 2007 22:43:31 GMT
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Like making a screenshot of the environment, and using that as a reflective texture.

Hail xp background.

Subject: Re: Reflective Materials
Posted by saberhawk on Thu, 05 Jul 2007 23:00:46 GMT
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Actually, rendering a cubemap of the environment and feeding it to the "glass" shader

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Subject: Re: Reflective Materials
Posted by Burn on Fri, 06 Jul 2007 16:57:20 GMT
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Heh heh we need to move to a new engine. One that's compatible with 3DS Max materials. If only our maps and weapons and stuff looked as good in the game as they did in 3DS Max.

I must have just been tricked I think. I saw an image of Renegade: A New Hope a while back and I remember the floor reflected everything, even the character. I was hoping that was a snapshot from Level Edit but I guess it was just a 3DS Max render- those bastids. Haha I feel stupid.

Subject: Re: Reflective Materials
Posted by Veyrdite on Sat, 07 Jul 2007 08:31:34 GMT
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could it be possible to setup the char with upside down grav that mimics the players bones exept 180degrees around, then do the "Dirty trick" and make a transpearent floor.
EDIT: at the bottom of the 1.jpg and 2.jpg there is a title "mental ray Connection" lol.

Subject: Re: Reflective Materials
Posted by Jerad2142 on Sat, 07 Jul 2007 23:01:22 GMT
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Jerad Gray wrote on Thu, 05 July 2007 10:35Reflecting the charter is not CURRENTLY possible in Renegade, but I suspect it will be in the future.

Saberhawk wrote on Thu, 05 July 2007 14:02Actual reflections aren't currently possible in Renegade.

Getting some sort of echo now.

Subject: Re: Reflective Materials
Posted by Slave on Sat, 07 Jul 2007 23:08:46 GMT
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your letters reflected.
evil forum shader of doom.

Subject: Re: Reflective Materials
Posted by Oblivion165 on Sat, 07 Jul 2007 23:19:31 GMT
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I swear we need a new engine, even Duke Nukem 3d for DOS had reflections. Later on the slightly upgraded version of the build engine for Lo Wang had all kinds of things that are superior to the w3d engine....we are talking about a engine made for dos and ran on 8mb of memory.

Now with the Duke 3d High Res (Everything is actually 3d modeled now), it's even more comparable.

Subject: Re: Reflective Materials
Posted by saberhawk on Sun, 08 Jul 2007 02:15:51 GMT
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Jerad Gray wrote on Sat, 07 July 2007 18:01Jerad Gray wrote on Thu, 05 July 2007 10:35Reflecting the charter is not CURRENTLY possible in Renegade, but I suspect it will be in the future.

Saberhawk wrote on Thu, 05 July 2007 14:02Actual reflections aren't currently possible in Renegade.

Getting some sort of echo now.

You said reflecting the character. Reflections aren't possible *at all* in Renegade currently (environment mapper does not count, it does not reflection anything.)

Subject: Re: Reflective Materials
Posted by Burn on Sun, 08 Jul 2007 03:12:16 GMT
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I just don't think people have enough inspiration to add on to the engine because it doesn't seem "extensive" enough in certain aspects. Things like Unreal Tournament are not only more recently made but also more extensive and "exciting." Maybe people just see Renegade as too much of a plain first person shooter.

I personally don't see it like that but maybe others do.

Any game and be stretched beyond its limits, it's just all a matter of time and sometimes money. If there would be enough people I'd be willing to join a team in making a new engine so we can do more interesting things like reflective materials instead of these plain cardboard box materials we've been using all this time.

Subject: Re: Reflective Materials
Posted by Oblivion165 on Sun, 08 Jul 2007 03:17:37 GMT
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We kinda need the source code before something of that magnitude is taken on.

Subject: Re: Reflective Materials
Posted by PaRaDoX on Mon, 09 Jul 2007 21:35:21 GMT
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Same with all the shaders saberhawk added in, Oblivion165.

Subject: Re: Reflective Materials
Posted by Oblivion165 on Mon, 09 Jul 2007 21:44:01 GMT
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Shaders are a bit less than incorporating max materials and updating the lighting engine.

EDIT: SaberHawk, care to explain?

Subject: Re: Reflective Materials
Posted by saberhawk on Tue, 10 Jul 2007 05:18:04 GMT
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Not exactly. Shaders are well, shaders. Some stuff can be done, such as a new lighting system, is doable. Other things are just too hard to do right now, such as real reflective surfaces.