
Subject: Other graphical enhancements?

Posted by [R315r4z0r](#) on Mon, 03 Aug 2009 22:13:03 GMT

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We've seen the new water, but I was wondering if it would be a problem if other enhancements were made? Nothing as drastic as water, though.

For example:

A new higher resolution skybox or cloud texture

Better rain and snow effects, ect.

That's probably more texture work than coding work anyway.

Subject: Re: Other graphical enhancements?

Posted by [YazooGang](#) on Tue, 04 Aug 2009 19:43:22 GMT

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R315r4z0r wrote on Mon, 03 August 2009 17:13We've seen the new water, but I was wondering if it would be a problem if other enhancements were made? Nothing as drastic as water, though.

For example:

A new higher resolution skybox or cloud texture

Better rain and snow effects, ect.

That's probably more texture work than coding work anyway.

Better skybox is good, but better snow and stuff would make it more lagg for people with low speed computers.

Subject: Re: Other graphical enhancements?

Posted by [Hitman](#) on Tue, 04 Aug 2009 22:37:50 GMT

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yeah i'd love to see some more screenshots... also this way people will see TT is actually being worked on so they can keep up the faith on this project that will most likely not come out in the next year or so.

Subject: Re: Other graphical enhancements?

Posted by [R315r4z0r](#) on Wed, 05 Aug 2009 01:30:54 GMT

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YazooGang wrote on Tue, 04 August 2009 15:43Better skybox is good, but better snow and stuff would make it more lagg for people with low speed computers.

I said better snow, not more snow.

Snow that looks visually better, maybe flows down more realistically (blizzard like)

Subject: Re: Other graphical enhancements?
Posted by [MGamer](#) on Wed, 05 Aug 2009 02:04:39 GMT
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a 3d skybox would be cool

Subject: Re: Other graphical enhancements?
Posted by [Stefan](#) on Wed, 05 Aug 2009 09:23:11 GMT
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Or motionblur? Although it's kinda buggy, it's possible with those scripts for GTA:VC.

Subject: Re: Other graphical enhancements?
Posted by [ErroR](#) on Wed, 05 Aug 2009 10:07:57 GMT
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you could skin the snow, all of the rain, snow, ash etc. is in a .dds. I don't remember it

Subject: Re: Other graphical enhancements?
Posted by [slosha](#) on Thu, 06 Aug 2009 19:30:16 GMT
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YazooGang wrote on Tue, 04 August 2009 14:43
Better skybox is good, but better snow and stuff would make it more lagg for people with low speed computers.
Exactly why TT will kill renegade if it is required

Subject: Re: Other graphical enhancements?
Posted by [cmatt42](#) on Thu, 06 Aug 2009 22:12:36 GMT
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Glock~ wrote on Thu, 06 August 2009 14:30YazooGang wrote on Tue, 04 August 2009 14:43
Better skybox is good, but better snow and stuff would make it more lagg for people with low speed computers.
Exactly why TT will kill renegade if it is required
No, it won't.

Subject: Re: Other graphical enhancements?
Posted by [StealthEye](#) on Thu, 06 Aug 2009 22:37:13 GMT
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TT will definitely not have higher system requirements than the original version. Any graphical improvements that increase load will be optional.

I can't say anything about whether there will be more graphical improvements though... I'm not good at graphics and hence I'm not touching those parts.

Subject: Re: Other graphical enhancements?
Posted by [R315r4z0r](#) on Fri, 07 Aug 2009 03:28:09 GMT
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As far as the skybox, I think it would be cool if they also add in the ability for backdrop backgrounds. Like distant images of scenery (such as mountains or hilly plains, ect)

Subject: Re: Other graphical enhancements?
Posted by [Raptor29a](#) on Fri, 07 Aug 2009 05:03:47 GMT
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Interesting idea... although I don't usually look up when playing. And the times I do it's usually at a sniper or getting sniped, so I guess I could admire the clouds while getting shot at.

Other than that, I understand the need for water not to be a big blue flat blob. Since people have to see it on some levels.

Subject: Re: Other graphical enhancements?
Posted by [R315r4z0r](#) on Fri, 07 Aug 2009 12:06:04 GMT
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The main thing I'm against is the fact that if you try to make a custom backdrop for a map, you have to deal with the draw distance.

If we can have a static backdrop image that isn't limited to the draw distance range, then I think it would make the game feel nicer.

Subject: Re: Other graphical enhancements?
Posted by [slosha](#) on Sat, 08 Aug 2009 17:35:27 GMT
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StealthEye wrote on Thu, 06 August 2009 17:37TT will definitely not have higher system

requirements than the original version. Any graphical improvements that increase load will be optional.

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Why not? I really don't see why you guys are being so secretive :S

Subject: Re: Other graphical enhancements?

Posted by [TruYuri](#) on Sat, 08 Aug 2009 17:49:48 GMT

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R315r4z0r wrote on Thu, 06 August 2009 22:28As far as the skybox, I think it would be cool if they also add in the ability for backdrop backgrounds. Like distant images of scenery (such as mountains or hilly plains, ect)

You can just do this with a mesh.

Subject: Re: Other graphical enhancements?

Posted by [StealthEye](#) on Sat, 08 Aug 2009 21:53:19 GMT

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Glock~ wrote on Sat, 08 August 2009 19:35StealthEye wrote on Thu, 06 August 2009 17:37TT will definitely not have higher system requirements than the original version. Any graphical improvements that increase load will be optional.

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Subject: Re: Other graphical enhancements?

Posted by [R315r4z0r](#) on Mon, 10 Aug 2009 11:18:52 GMT

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TruYuri wrote on Sat, 08 August 2009 13:49R315r4z0r wrote on Thu, 06 August 2009 22:28As far as the skybox, I think it would be cool if they also add in the ability for backdrop backgrounds. Like distant images of scenery (such as mountains or hilly plains, ect)

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No you can't, and I explained why in that same post. You just didn't quote enough of it.

If you try to use a mesh, you have to deal with draw distances. Things have to be up close for you to see it. I'm requesting the ability for static backdrop images in the background that are always there regardless of the draw distance.

An image for the surrounding area as well as the ground (so when you look down into blue hell, instead of seeing a blue circle, you see some ground image)

Subject: Re: Other graphical enhancements?
Posted by [Reaver11](#) on Mon, 10 Aug 2009 12:31:11 GMT
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StealthEye wrote on Sat, 08 August 2009 16:53Glock~ wrote on Sat, 08 August 2009 19:35StealthEye wrote on Thu, 06 August 2009 17:37TT will definitely not have higher system requirements than the original version. Any graphical improvements that increase load will be optional.

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Still there are more people in the team? If I read these topics I mostly get the feel there are only like three people working on TT. (Its just a feeling, not saying there really are three people some peeps mayby dont prefer posting? I mean I only see like Saberhawk, Evilwhitedragon and you posting)

Subject: Re: Other graphical enhancements?
Posted by [Carrierll](#) on Mon, 10 Aug 2009 13:57:38 GMT
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Probably because the rest of them have their keyboard focus set to VS2009, and are busy creating what this forum's all about...

Subject: Re: Other graphical enhancements?
Posted by [saberhawk](#) on Mon, 10 Aug 2009 14:18:44 GMT
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R315r4z0r wrote on Mon, 10 August 2009 07:18TruYuri wrote on Sat, 08 August 2009 13:49R315r4z0r wrote on Thu, 06 August 2009 22:28As far as the skybox, I think it would be cool if they also add in the ability for backdrop backgrounds. Like distant images of scenery (such as

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You can use a mesh, make it incredibly close (waaay inside the draw distance) and turn off z-writes for it; there might be support for automagically doing this and rendering it on the background scene, but it's unknown at this time.

Subject: Re: Other graphical enhancements?

Posted by [EvilWhiteDragon](#) on Thu, 13 Aug 2009 09:15:55 GMT

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Glock~ wrote on Thu, 06 August 2009 21:30YazooGang wrote on Tue, 04 August 2009 14:43
Better skybox is good, but better snow and stuff would make it more lagg for people with low speed computers.

Exactly why TT will kill renegade if it is required

Rubish, TT code will be more efficient than the old code, when one disables all new shinies.

Subject: Re: Other graphical enhancements?

Posted by [EvilWhiteDragon](#) on Thu, 13 Aug 2009 09:17:41 GMT

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Reaver11 wrote on Mon, 10 August 2009 14:31StealthEye wrote on Sat, 08 August 2009 16:53Glock~ wrote on Sat, 08 August 2009 19:35StealthEye wrote on Thu, 06 August 2009 17:37TT will definitely not have higher system requirements than the original version. Any graphical improvements that increase load will be optional.

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peeps maybe don't prefer posting? I mean I only see like Saberhawk, Evilwhitedragon and you posting)

Actually I'm not a coder, I am just a very good friend of Seye and in the TT team, therefore I know about what's going on and how much work it is.

Jonwill and Sir_Kane are actually working on the code, just not posting here often.

Subject: Re: Other graphical enhancements?

Posted by [TruYuri](#) on Thu, 13 Aug 2009 17:48:35 GMT

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Saberhawk wrote on Mon, 10 August 2009 09:18R315r4z0r wrote on Mon, 10 August 2009 07:18TruYuri wrote on Sat, 08 August 2009 13:49R315r4z0r wrote on Thu, 06 August 2009 22:28As far as the skybox, I think it would be cool if they also add in the ability for backdrop backgrounds. Like distant images of scenery (such as mountains or hilly plains, ect)

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You can use a mesh, make it incredibly close (waaay inside the draw distance) and turn off z-writes for it; there might be support for automagically doing this and rendering it on the background scene, but it's unknown at this time.

We've done here basically what Saberhawk said there:

<http://img14.imageshack.us/img14/4683/screenshot1omw.png> (it's not the highest resolution texture there is but it looks okay)

As for draw distance, APB of course uses a longer view distance than Renegade does, however this particular map is small enough to probably fit the entire thing in the Renegade view distance anyway. (also note that this is not final by any means)

Subject: Re: Other graphical enhancements?

Posted by [R315r4z0r](#) on Mon, 17 Aug 2009 21:24:16 GMT

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You said skybox (meaning the sky, the sun, the stars, ect). If you try to set up a mesh with a different sky, then it would:

1. Block the game's existing sun/moon/lighting

2. Cut off at the draw distance as you look further into the horizon.
 3. Look too low to be actual sky.
-

Subject: Re: Other graphical enhancements?

Posted by [Gen_Blacky](#) on Mon, 17 Aug 2009 21:59:42 GMT

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R315r4z0r wrote on Mon, 17 August 2009 16:24 You said skybox (meaning the sky, the sun, the stars, ect). If you try to set up a mesh with a different sky, then it would:

1. Block the game's existing sun/moon/lighting
2. Cut off at the draw distance as you look further into the horizon.
3. Look too low to be actual sky.

not if its transparent

Subject: Re: Other graphical enhancements?

Posted by [R315r4z0r](#) on Tue, 18 Aug 2009 01:34:01 GMT

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..Then what's the point of having it if you can't see it?

Subject: Re: Other graphical enhancements?

Posted by [Jerad2142](#) on Wed, 16 Sep 2009 15:02:17 GMT

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Glock~ wrote on Thu, 06 August 2009 13:30 YazooGang wrote on Tue, 04 August 2009 14:43 Better skybox is good, but better snow and stuff would make it more lagg for people with low speed computers.

Exactly why TT will kill renegade if it is required

If it kills ren it will be because the anti cheat pisses people off by not allowing their custom skins, thereby not allowing them to personalize their game, therefore they quit.

Subject: Re: Other graphical enhancements?

Posted by [EvilWhiteDragon](#) on Wed, 16 Sep 2009 21:22:31 GMT

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Jerad Gray wrote on Wed, 16 September 2009 17:02 Glock~ wrote on Thu, 06 August 2009 13:30 YazooGang wrote on Tue, 04 August 2009 14:43

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It will probably faster than 3.4.4 and bloom and such can (already) be disabled any way.
As for the skins, set up your own server and allow skins, yes it's that simple. There won't be anything like a renguard global disallow or allow list. It will be up to the server owner what skins are or are not allowed.

Subject: Re: Other graphical enhancements?

Posted by [Jerad2142](#) on Thu, 17 Sep 2009 16:36:01 GMT

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When you say allow or not allow, does that mean you have to define all the skins that people CAN have changed, or can't? Regardless, allowing a skin will allow any modified variant of the skin correct?

Subject: Re: Other graphical enhancements?

Posted by [Ghostshaw](#) on Thu, 17 Sep 2009 21:07:57 GMT

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Server owners can specify specific skins to disallow or allow by hash. As for the otehr way. There will probably be a set of modes where Pure mode would lock down all skins (except for whitelisted ones), and normal mode which would only lock down cheat sensitive skins (for example scope) or SBH stealth effect. I supose we might also make a non-blockage mode where everything is allowed. But alas this is all theoretical since other work has currently priority and we haven't finished it yet.
