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Subject: saberhawk's Stealth effect  
Posted by [Poskov](#) on Mon, 11 Jan 2010 12:26:49 GMT  
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Any plans to port the APB stealth effect to Renegade?

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Subject: Re: saberhawk's Stealth effect  
Posted by [R315r4z0r](#) on Mon, 11 Jan 2010 16:41:04 GMT  
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If anyone ever hopes to attempt it, they would have to wait for the TT scripts 4.0 patch to be released.

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Subject: Re: saberhawk's Stealth effect  
Posted by [Poskov](#) on Tue, 12 Jan 2010 15:17:07 GMT  
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Why is that?  
APB, by vr 1.2 already long had the effect  
and they only had scripts 3.4.4

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Subject: Re: saberhawk's Stealth effect  
Posted by [Omar007](#) on Tue, 12 Jan 2010 15:36:04 GMT  
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i dont think it will work this easy but try to load the apbshader.dll file through scripts

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Subject: Re: saberhawk's Stealth effect  
Posted by [saberhawk](#) on Tue, 12 Jan 2010 18:57:38 GMT  
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Poskov wrote on Tue, 12 January 2010 10:17Why is that?  
APB, by vr 1.2 already long had the effect  
and they only had scripts 3.4.4

Yeah, they had a crappy screen-space version that didn't respect depth and didn't work half the time...

On a sidenote, it's fully possible to implement a proper version in scripts 3.4.4, it's just that nobody has tried to.

Omar007 wrote on Tue, 12 January 2010 10:36i dont think it will work this easy but try to load the

apbshader.dll file through scripts

Yeah, it is that easy; only catch is that your Renegade install gets an APB titlebar instead.

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Subject: Re: saberhawk's Stealth effect

Posted by [Omar007](#) on Tue, 12 Jan 2010 19:11:23 GMT

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Saberhawk wrote on Tue, 12 January 2010 19:57Poskov wrote on Tue, 12 January 2010 10:17Why is that?

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Yeah, they had a crappy screen-space version that didn't respect depth and didn't work half the time...

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Omar007 wrote on Tue, 12 January 2010 10:36i dont think it will work this easy but try to load the apbshader.dll file through scripts

Yeah, it is that easy; only catch is that your Renegade install gets an APB titlebar instead.  
Oh cool that its that easy  
I'm going to try that then ^^

And @ titlebar; whatevrrrrrr as if anyone cares about titlebars. (although i did lol'd at some of the APB ones )

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Subject: Re: saberhawk's Stealth effect

Posted by [Omar007](#) on Tue, 12 Jan 2010 20:40:52 GMT

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Sorry for the double post but this is an update on adding it through scripts.dll  
First it wasnt really through scripts.dll, it was with HUD.ini

1. Adding it seems successful; Titlebar changes
2. Our goal is not reached; Stealth Effect didnt change :V

So it isnt that easy

UPDATE:

I added some files from the apb always.dat which works partially.

Toggle Spoiler

So it kinda gets stuck at the white part

It should go transparent on stealth and completely gone on unstealth but it doesnt

### File Attachments

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1) [stealthed.png](#), downloaded 971 times



2) [unstealthed.png](#), downloaded 967 times



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Subject: Re: saberhawk's Stealth effect

Posted by [Kimb](#) on Tue, 12 Jan 2010 21:52:31 GMT

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Omar007 wrote on Tue, 12 January 2010 14:40 Sorry for the double post but this is an update on adding it through scripts.dll

First it wasn't really through scripts.dll, it was with HUD.ini

1. Adding it seems successful; Titlebar changes
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So it isn't that easy

UPDATE:

I added some files from the apb always.dat which works partially.

Toggle Spoiler

So it kinda gets stuck at the white part



It should go transparent on stealth and completely gone on unstealth but it doesnt looks ugly as hell

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Subject: Re: saberhawk's Stealth effect  
Posted by [Omar007](#) on Tue, 12 Jan 2010 22:01:22 GMT  
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Because it doesnt works as it should

This is how it should be:  
Toggle Spoiler

It should be transparent and distorting what's behind, under or w/e

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#### File Attachments

1) [unstealthed.png](#), downloaded 925 times



2) [stealthed.png](#), downloaded 909 times



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Subject: Re: saberhawk's Stealth effect  
Posted by [saberhawk](#) on Tue, 12 Jan 2010 22:28:44 GMT  
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Ah, right; APB has different stealth constants which are used by the shader to fade in/out. Sadly, I no longer have a copy of that shader code, nor do I have the tools to create the shader cache files used by apbshaders.dll.

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Subject: Re: saberhawk's Stealth effect  
Posted by [Omar007](#) on Wed, 13 Jan 2010 10:16:02 GMT  
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Well when i get back home ill be trying to fix it for renegade.

I dont think you will be able to play online after that though; objects.ddb

Subject: Re: saberhawk's Stealth effect  
Posted by [Omar007](#) on Wed, 13 Jan 2010 18:08:49 GMT  
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Again sorry for the double post but i got home and i changed the stealth settings in objects.ddb with the result we wanted (almost)

Toggle Spoiler

I put almost between () because sometimes it doesnt work 100%;

1. Sometimes only transparent and not distorting shit
2. Stealth to Un-Stealth and vice versa transition not very good
3. Sometimes your screen (game only if you play windowed) will have some black stuff flickering
4. Looks screwed up when you are at the point you cant cloak because you dont have enough lives (sort of half cloaking )

1; seems only happening on Stank

2 and 4; Always

3; is really rare in my experience

EDIT:

I found what that black shit was. Its the waterfall that is on Hourglass

Toggle Spoiler

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## File Attachments

1) [result.png](#), downloaded 859 times





2) [lolwut.png](#), downloaded 851 times





Subject: Re: saberhawk's Stealth effect  
Posted by [Tupolev TU-95 Bear](#) on Wed, 13 Jan 2010 18:51:12 GMT  
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Good work you made Omar  
sadly why must good things be made with objects.dbb?

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Subject: Re: saberhawk's Stealth effect  
Posted by [Omar007](#) on Wed, 13 Jan 2010 18:54:10 GMT  
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GOL14TH wrote on Wed, 13 January 2010 19:51Good work you made Omar  
sadly why must good things be made with objects.dbb?  
Thanks but it wasnt that hard. (Not that easy as i thought either though )

And yea its sad indeed

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Subject: Re: saberhawk's Stealth effect  
Posted by [Tupolev TU-95 Bear](#) on Wed, 13 Jan 2010 19:10:49 GMT  
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Omar007 wrote on Wed, 13 January 2010 18:54GOL14TH wrote on Wed, 13 January 2010  
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Thanks but it wasnt that hard. (Not that easy as i thought either though )

And yea its sad indeed

:( sad it cant be used as a .dds

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Subject: Re: saberhawk's Stealth effect  
Posted by [ErroR](#) on Wed, 13 Jan 2010 19:16:27 GMT  
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GOL14TH wrote on Wed, 13 January 2010 21:10Omar007 wrote on Wed, 13 January 2010  
18:54GOL14TH wrote on Wed, 13 January 2010 19:51Good work you made Omar  
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Thanks but it wasnt that hard. (Not that easy as i thought either though )

And yea its sad indeed

:( sad it cant be used as a .dds

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a dll more probably

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Subject: Re: saberhawk's Stealth effect  
Posted by [Poskov](#) on Sat, 16 Jan 2010 06:09:41 GMT  
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What exactly are you changing in objects.ddb?

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Subject: Re: saberhawk's Stealth effect  
Posted by [Omar007](#) on Sat, 16 Jan 2010 10:17:49 GMT  
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Visibility range of the Stealth Units

MP (veh + char) range; 0  
SP (veh + char) range; 8

That is what it is in the APB objects.ddb

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Subject: Re: saberhawk's Stealth effect  
Posted by [Gen\\_Blacky](#) on Sat, 16 Jan 2010 22:33:11 GMT  
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im sure you could change that settings in scripts.

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Subject: Re: saberhawk's Stealth effect  
Posted by [kamuixmod](#) on Sun, 11 Sep 2011 19:14:38 GMT  
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BUMP:

Scripts 4 are released. So what about this now? Port APB shader to Renegade?

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Subject: Re: saberhawk's Stealth effect  
Posted by [Jerad2142](#) on Sun, 11 Sep 2011 19:19:32 GMT  
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kamuixmod wrote on Sun, 11 September 2011 13:14BUMP:

Scripts 4 are released. So what about this now? Port APB shader to Renegade?

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Pretty sure they rebuilt the code for the cloak effect, so it's all the call of the creator I suppose.

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Subject: Re: saberhawk's Stealth effect

Posted by [saberhawk](#) on Sun, 11 Sep 2011 21:40:49 GMT

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kamuixmod wrote on Sun, 11 September 2011 12:14BUMP:

Scripts 4 are released. So what about this now? Port APB shader to Renegade?

Absolutely not; the stealth shader from APB is for APB and wouldn't fit in well.

stealth\_effect\_n.dds is a normal map compressed using "nvcompress -bc3n" from NVIDIA Texture Tools 2.0. I made the normal map itself by cleaning up the original stealth effect image to be seamless, turning it grayscale, and loading it up in Crazybump as a heightmap. The shader uses the red channel (or alpha channel after you compress) as U translation and the green channel as V translation, everything else is ignored. 0 is negative, 127 is no translation, 255 is positive.

#### File Attachments

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1) [stealth\\_shader.zip](#), downloaded 199 times

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Subject: Re: saberhawk's Stealth effect

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 00:00:25 GMT

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saberhawk wrote on Sun, 11 September 2011 15:40kamuixmod wrote on Sun, 11 September 2011 12:14BUMP:

Scripts 4 are released. So what about this now? Port APB shader to Renegade?

Absolutely not; the stealth shader from APB is for APB and wouldn't fit in well.

stealth\_effect\_n.dds is a normal map compressed using "nvcompress -bc3n" from NVIDIA Texture Tools 2.0. I made the normal map itself by cleaning up the original stealth effect image to be seamless, turning it grayscale, and loading it up in Crazybump as a heightmap. The shader uses the red channel (or alpha channel after you compress) as U translation and the green channel as V translation, everything else is ignored. 0 is negative, 127 is no translation, 255 is positive.

That same effect is used in plenty of other games so I really think many mods would like to benefit from it.

Although the effect you provide is quite nice for Renegade.

However, it has one issue though, the little crystal on the laser rifle's first person model is not affected by it, and I would assume it has a pass that does not agree or something.

## File Attachments

1) [Crystal.png](#), downloaded 331 times



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Subject: Re: saberhawk's Stealth effect

Posted by [halo2pac](#) on Mon, 12 Sep 2011 03:27:42 GMT

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Could we use the same effect to make better looking glass? and how did you guys do it for the water? it is clear now .. it used to be blue... so possibly better glass? Also is it possible to add heat distortion to vehicles and fire?