
Subject: [Shaders] Toon and Edge
Posted by [nopol10](#) on Mon, 22 Jun 2009 02:28:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here are two shaders that add a bit of cartoonish-ness to Renegade. The codes are from http://www.truevision3d.com/forums/announcements/hlsl_post_process_shaders_for_newbies-t18745.0.html;msg128846#msg128846, I only adapted it to work with the Simple Scene Shader in the current scripts.

To use, extract BOTH .fx files to the data folder.
To use edge, rename sceneshaders(edge).sdb to sceneshaders.sdb.
To use toon, rename sceneshaders(toon).sdb to sceneshaders.sdb.
Make a backup of the original sceneshaders.sdb before doing the above.
You can tweak how it looks by modifying the .fx files.

I got this idea after looking at madrack's toon texture replacement project. Enjoy!

Screens:
"Edge"
"Toon"

File Attachments

1) [EdgeAndToon.zip](#), downloaded 251 times

Subject: Re: [Shaders] Toon and Edge
Posted by [mr£Ä\\$Ä-z](#) on Mon, 22 Jun 2009 02:38:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

You call that edge detection? wait for mine have no time to post now. Anyway the Edge looks kickass but the Toon one really uscks xD

Subject: Re: [Shaders] Toon and Edge
Posted by [_SSnipe_](#) on Mon, 22 Jun 2009 02:42:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

time to post now. Anyway the Edge looks kickass but the Toon one really uscks xD
Don;t listen to him i think they both look nice, but i like the toon one

Subject: Re: [Shaders] Toon and Edge
Posted by [slosha](#) on Mon, 22 Jun 2009 02:43:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not sure if I really like the style, but I will definitely be checking them out

I'll probly use them if I'm in the mood for a little change of scenery. Thanks!

Subject: Re: [Shaders] Toon and Edge
Posted by [Gen_Blacky](#) on Mon, 22 Jun 2009 04:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool edge effect , wont use it but it will be fun to play around with.

Subject: Re: [Shaders] Toon and Edge
Posted by [nopol10](#) on Mon, 22 Jun 2009 08:40:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Indeed, I don't suggest playing a proper match with these shaders. They're just there for you to mess around when bored. I don't like the Toon shading too much either, there could be better approximation techniques out there.

Subject: Re: [Shaders] Toon and Edge
Posted by [ErroR](#) on Mon, 22 Jun 2009 09:38:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

make it tf2 more like

Subject: Re: [Shaders] Toon and Edge
Posted by [DarkKnight](#) on Mon, 22 Jun 2009 11:42:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks cool but it doesnt work for me

Subject: Re: [Shaders] Toon and Edge
Posted by [LiL KiLLa](#) on Mon, 22 Jun 2009 12:05:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

design top

fps flop

Subject: Re: [Shaders] Toon and Edge

Posted by [LR01](#) on Mon, 22 Jun 2009 14:39:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

pretty cool that you can do that whit ren

Subject: Re: [Shaders] Toon and Edge

Posted by [LiL KiLLa](#) on Mon, 22 Jun 2009 15:42:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

ya how the hell you do that

Subject: Re: [Shaders] Toon and Edge

Posted by [mr£\\$Ä-z](#) on Mon, 22 Jun 2009 16:38:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

LiL KiLLa wrote on Mon, 22 June 2009 07:05design top

fps flop

Haha, ok im proud to have my own DLL

Subject: Re: [Shaders] Toon and Edge

Posted by [83RN15](#) on Thu, 20 Oct 2011 19:50:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

can i see a screen shot? before installing

Subject: Re: [Shaders] Toon and Edge

Posted by [Caveman](#) on Thu, 20 Oct 2011 22:34:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Look on the spoiler.

Subject: Re: [Shaders] Toon and Edge

Posted by [Generalcamo](#) on Sat, 22 Oct 2011 13:40:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm, this will need remaking in order to work for 4.0. I think now custom shaders are shader.ini files, so that will need to be remade. But I think FX and FXO files still work, they are just now checked by the anti cheat.

Subject: Re: [Shaders] Toon and Edge
Posted by [Jerad2142](#) on Mon, 24 Oct 2011 01:43:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Generalcamo wrote on Sat, 22 October 2011 07:40Hmm, this will need remaking in order to work for 4.0. I think now custom shaders are shader.ini files, so that will need to be remade. But I think FX and FXO files still work, they are just now checked by the anti cheat.
And why would you want this remade?
Edge looks more like toon; and toon just looks bad. Both would put you at a disadvantage in multiplayer and neither really make it look better.

Subject: Re: [Shaders] Toon and Edge
Posted by [saberhawk](#) on Mon, 24 Oct 2011 02:18:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Generalcamo wrote on Sat, 22 October 2011 06:40Hmm, this will need remaking in order to work for 4.0. I think now custom shaders are shader.ini files, so that will need to be remade. But I think FX and FXO files still work, they are just now checked by the anti cheat.

There isn't any support in 4.0 currently for "full-screen" shaders.
