Subject: [Shader] Horizontal Flip Shader
Posted by nopol10 on Mon, 20 Jul 2009 02:24:08 GMT

View Forum Message <> Reply to Message

Since Dthdealer was asking for this in the TT forum, I decided to try it out with a shader. What this does is flip your ingame screen horizontally so you can get a different experience!

You would have to change your controls if you want to use this or you'll be messed up really badly. No screenshots because it really isn't needed and I'm on a crappy school Internet connection. If you want to post them, feel free.

Dump both to data folder, backup the original sceneshaders.sdb.

Copy config.dat and input05.cfg into renegade\data\config for the key config that works with this. Also, you'll need to play with your mouse turned 180 degrees.

One screenie:

File Attachments
1) sceneshaders.sdb, downloaded 177 times
2) PP_FlipHorz.fx, downloaded 199 times
3) ScreenShot01.png, downloaded 1022 times

4) CONFIG.DAT, downloaded 149 times
5) input05.cfg, downloaded 220 times

Subject: Re: [Shader] Horizontal Flip Shader
Posted by slosha on Mon, 20 Jul 2009 02:33:57 GMT

That's crazy!

Subject: Re: [Shader] Horizontal Flip Shader
Posted by _SSnipe_ on Mon, 20 Jul 2009 02:34:06 GMT

want ss, plz find a way i cant get shaders to work so i want ss anyone

---

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Altzan on Mon, 20 Jul 2009 04:14:51 GMT

Glock~ wrote on Sun, 19 July 2009 21:33That's crazy!

Subject: Re: [Shader] Horizontal Flip Shader
Posted by _SSnipe_ on Mon, 20 Jul 2009 05:21:30 GMT

Oh fuck dude, thats such a mind fucking headache

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Veyrdite on Mon, 20 Jul 2009 05:36:17 GMT

Wow

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Good-One-Driver on Mon, 20 Jul 2009 05:42:41 GMT

Post ss I want to see

Subject: Re: [Shader] Horizontal Flip Shader
Posted by _SSnipe_ on Mon, 20 Jul 2009 05:54:26 GMT

GoodOneDriver wrote on Sun, 19 July 2009 22:42Post ss I want to see
ahhhh look up?

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Good-One-Driver on Mon, 20 Jul 2009 05:59:58 GMT
View Forum Message <> Reply to Message

It look like reg renegade
Edit: ohhh. Haha I get it now wow it prob not work online?

Subject: Re: [Shader] Horizontal Flip Shader
Posted by _SSnipe_ on Mon, 20 Jul 2009 06:14:55 GMT
View Forum Message <> Reply to Message

This is how it should look (ignore hud)
Original (ignore Hud)

This is what shaders do
With Shaders

File Attachments
1) ScreenShot01.png, downloaded 860 times

2) ScreenShot01 - Copy.png, downloaded 852 times

Subject: Re: [Shader] Horizontal Flip Shader
Posted by nopol10 on Mon, 20 Jul 2009 06:46:39 GMT
View Forum Message <> Reply to Message

Its a shader, it works everywhere. Also it is a disadvantage because the HUD is drawn after the scene is rendered, so the targeting system will show the wrong direction for moving objects and the radar will be wrong as well. Have fun

---

Subject: Re: [Shader] Horizontal Flip Shader
Posted by CarrierII on Mon, 20 Jul 2009 09:29:17 GMT
View Forum Message <> Reply to Message

ROFL!

That made me very confused.

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Boofst0rm on Mon, 20 Jul 2009 10:14:55 GMT
View Forum Message <> Reply to Message

wont effect ma *cheat name removed*though

Subject: Re: [Shader] Horizontal Flip Shader
Posted by ErroR on Mon, 20 Jul 2009 10:36:37 GMT
View Forum Message <> Reply to Message

crazy indeed

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Xena on Mon, 20 Jul 2009 10:46:10 GMT
View Forum Message <> Reply to Message

lol i saw that screenshot and thought: i dont remember it being like that?

Subject: Re: [Shader] Horizontal Flip Shader
Posted by ErroR on Mon, 20 Jul 2009 10:47:47 GMT
View Forum Message <> Reply to Message

it looks so different

Subject: Re: [Shader] Horizontal Flip Shader

Posted by CarrierII on Mon, 20 Jul 2009 10:48:30 GMT
View Forum Message <> Reply to Message

The thing I like is that now everyone is shooting with their left hand, something I would do IRL. (Except with certain guns)

Subject: Re: [Shader] Horizontal Flip Shader
Posted by _SSnipe_ on Mon, 20 Jul 2009 16:59:32 GMT
View Forum Message <> Reply to Message

So if your running these, and shoot to your left, ingame from another players point of view are you shooting at the right spot? or will it be the wrong direction

---

Subject: Re: [Shader] Horizontal Flip Shader
Posted by CarrierII on Mon, 20 Jul 2009 18:07:41 GMT
View Forum Message <> Reply to Message

No idea, I should try it on my LAN and get back to you. I should do by the end of today.

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Tupolev TU-95 Bear on Mon, 20 Jul 2009 18:10:05 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Mon, 20 July 2009 11:48The thing I like is that now everyone is shooting with their left hand, something I would do IRL. (Except with certain guns)

Meh i shoot left handed so it shouldnt be a problem

Subject: Re: [Shader] Horizontal Flip Shader
Posted by Veyrdite on Tue, 21 Jul 2009 05:52:29 GMT
View Forum Message <> Reply to Message

Everything you do and see is 100% normal as EVERYTHING to do with action is mirrored. If you shoot to the left, on a normal client you will shoot to the right but the bullet will fly the same way and hit the exact same place. Pretend what you are seeing is a monitor in the mirror.

Subject: Re: [Shader] Horizontal Flip Shader
Posted by nopol10 on Tue, 21 Jul 2009 06:45:53 GMT

It is just a simple line of code that flips the rendered scene by doing x = 1.0 - x. No 3D manipulation needs to or has been done. The cool thing you notice when using this is that you'll find the map is actually shaped to be mirrored almost perfectly. For example, you'll feel as if you're on GDI in Under when you're actually on Nod and it adds a nice little sort of novelty to the gameplay.