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?

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.

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

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

---

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.

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...

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.
Oh cool that its that easy
I'm going to try that then ^^

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

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

1) stealthed.png, downloaded 1025 times

2) unstealthed.png, downloaded 1012 times

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 14:40Sorry for the double post but this is an update on adding it through scripts.dll
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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
looks ugly as hell

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

File Attachments
1) unstealthed.png, downloaded 974 times

2) stealthed.png, downloaded 958 times

Credits: 97599

Time Remaining: 00:23:18

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.

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

File Attachments
1) result.png, downloaded 913 times

Credits: 98077

2) lolwut.png, downloaded 902 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?

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

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
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

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

---

a dll more probably

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?

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

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.

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?

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?

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

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
1) stealth_shader.zip, downloaded 217 times

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?

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

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?