Subject: Ignore Worldbox/Boundingbox
Posted by Poskov on Sat, 20 Feb 2010 02:20:28 GMT
View Forum Message <> Reply to Message

TT should completely ignore and not render the worldbox/boundingbox at all and use the model's actual polys for physical collision.
This would make vehicles have MUCH more realistic physics and make them not feel like cubes.
Plus vehicles have a chance of rolling over instead of being stuck upside down and explosing.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by saberhawk on Sat, 20 Feb 2010 06:42:36 GMT
View Forum Message <> Reply to Message

Poskov wrote on Fri, 19 February 2010 21:20TT should completely ignore and not render the worldbox/boundingbox at all and use the model's actual polys for physical collision.
This would make vehicles have MUCH more realistic physics and make them not feel like cubes.
Plus vehicles have a chance of rolling over instead of being stuck upside down and explosing.

Or we can completely ignore that suggestion and not start working on a massive refactoring and rebuilding of Renegade's collision response and detection code. Such a change would require considerable increase in the minimum system requirements and that's not something we are really willing to do.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Sladewill on Sat, 20 Feb 2010 11:55:19 GMT
View Forum Message <> Reply to Message

possibly there could be a more advanced renegade with a different name for those who have higher specs and want to have better quality?

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Omar007 on Sat, 20 Feb 2010 12:02:57 GMT
View Forum Message <> Reply to Message

"Renegade X"

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Gen_Blacky on Sat, 20 Feb 2010 17:06:09 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Sat, 20 February 2010 06:02"Renegade X"

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Sladewill on Sat, 20 Feb 2010 17:31:36 GMT
View Forum Message <> Reply to Message

Something that actually is renegade tho, RenegadeX sucks its not even real. Its a mod for Unreal Tournament, it would be nice to see something good for Renegade

---

Subject: Re: Ignore Worldbox/Boundingbox
Posted by StealthEye on Sat, 20 Feb 2010 17:39:55 GMT
View Forum Message <> Reply to Message

I doubt Renegade would still be Renegade if we completely changed the physics model though. That, and it would be rather hard to do in the first place.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Poskov on Sun, 21 Feb 2010 05:01:03 GMT
View Forum Message <> Reply to Message

Mainly to Saberhawk:
It's 2010 ok?
 99% of everyone should be able handle an itsy bitsy little collision thing.

Plus, what about people like me
who don't really care for a UT3 mod?

TT is to enhance Ren and this a good idea;
maybe for future releases?

Lastly, this would totally remove the need for "fake worldboxes"

Subject: Re: Ignore Worldbox/Boundingbox
Posted by EvilWhiteDragon on Sun, 21 Feb 2010 11:27:47 GMT
View Forum Message <> Reply to Message

Poskov wrote on Sun, 21 February 2010 06:01Mainly to Saberhawk:
It's 2010 ok?
 99% of everyone should be able handle an itsy bitsy little collision thing.

Plus, what about people like me
who don't really care for a UT3 mod?

TT is to enhance Ren and this a good idea;
maybe for future releases?

Lastly, this would totally remove the need for "fake worldboxes"

The idea is that we don't increase system requirement. Doing this would almost certainly require that. Other fixes might already cause a bit of extra overhead, but we attempt to keep this to a minimum.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Di3HardNL on Sun, 21 Feb 2010 11:50:47 GMT
View Forum Message <> Reply to Message

Poskov wrote on Sun, 21 February 2010 06:01Mainly to Saberhawk:
It's 2010 ok?
 99% of everyone should be able handle an itsy bitsy little collision thing.

Plus, what about people like me
who don't really care for a UT3 mod?

TT is to enhance Ren and this a good idea;
maybe for future releases?

Lastly, this would totally remove the need for "fake worldboxes"

I don't think you should critisize saberhawk for his answer. Its fine the way the collision system works now and by changing it all would only take more time untill the patch is done.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Sladewill on Sun, 21 Feb 2010 15:45:40 GMT
View Forum Message <> Reply to Message

at this rate looks like it isnt gona get released before all players have left. I'm actually bored of ren and this and playing other interesting games.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Di3HardNL on Sun, 21 Feb 2010 23:07:11 GMT
View Forum Message <> Reply to Message

When you leave doesn't mean every other renegade player leaves also, I think there will always be players here as long as the servers stay online.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by DarkOrbit on Mon, 22 Feb 2010 00:49:07 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Sun, 21 February 2010 17:07When you leave doesn't mean every other renegade player leaves also, I think there will always be players here as long as the servers stay online.

Anytime somebody says "Rene is gonna die"
you should just show them this post.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Gen_Blacky on Mon, 22 Feb 2010 21:00:05 GMT
View Forum Message <> Reply to Message

I would love to see this but it would be a lot of work tt already has enough on their hands.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by slosha on Mon, 22 Feb 2010 23:39:56 GMT
View Forum Message <> Reply to Message

Sladewill wrote on Sat, 20 February 2010 05:55possibly there could be a more advanced renegade with a different name for those who have higher specs and want to have better quality? LOL

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Sean on Tue, 23 Feb 2010 02:06:32 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Sat, 20 February 2010 06:02"Renegade X"

Eww.

Rene x has already taken away about 10 players from Rene! They can enjoy the graphics...

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Sladewill on Tue, 23 Feb 2010 15:18:27 GMT
View Forum Message <> Reply to Message

Azazel wrote on Mon, 22 February 2010 20:06Omar007 wrote on Sat, 20 February 2010 06:02"Renegade X"

Eww.

Rene x has already taken away about 10 players from Rene! They can enjoy the graphics...

lol

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Good-One-Driver on Sun, 07 Mar 2010 00:28:08 GMT
View Forum Message <> Reply to Message

Sladewill wrote on Sat, 20 February 2010 11:31RenegadeX sucks

---

Subject: Re: Ignore Worldbox/Boundingbox
Posted by CarrierII on Sun, 07 Mar 2010 07:53:00 GMT
View Forum Message <> Reply to Message

On topic please.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by YazooGang on Wed, 17 Mar 2010 20:33:01 GMT
View Forum Message <> Reply to Message

In my opinion, TT gets us really excited. But when it releases, i would want to stick to Renegade-X. Its mostly a bug fix.

Subject: Re: Ignore Worldbox/Boundingbox
Posted by Jerad2142 on Tue, 23 Mar 2010 20:05:36 GMT
View Forum Message <> Reply to Message

DarkOrbit wrote on Sun, 21 February 2010 17:49Di3HardNL wrote on Sun, 21 February 2010 17:07When you leave doesn't mean every other renegade player leaves also, I think there will always be players here as long as the servers stay online.

Anytime somebody says "Rene is gonna die"
you should just show them this post.
And after you have said that a couple thousand times you'll be able to stop

---