Subject: Stage Mapping "WS Environment"
Posted by Jerad2142 on Fri, 27 Jun 2014 12:51:54 GMT
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The "WS Environment" mapper doesn't seem to work as well as it did in 3.4.4 (it seems to slide the texture inverse to what you rotate your camera). Normally I would just use another mapper, however it seems every custom map made for Ren (mine included) make use of this effect on the water, thus you are left with EXTRA weird water on 90% of the custom maps.

Subject: Re: Stage Mapping "WS Environment"
Posted by danpaul88 on Fri, 27 Jun 2014 12:54:09 GMT
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Screenshots showing the differences would help... given that we probably use this in several of the BHP games for water effects I'd be surprised if it's broken.

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Fri, 27 Jun 2014 13:00:27 GMT
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Sure, I'll get you a vid later today.

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Fri, 27 Jun 2014 13:38:28 GMT
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Actually LE renders it pretty much exactly the same as the original Ren does (I say pretty much because I'm not 100% certain if the brightness matches, but as far as movement goes its a match).

So if you want here is the mix and the le folder, just load the file up in le, go into character mode, spin in a circle with the turn keys or mouse, then do the same thing with the mix in game and the difference is extremely obvious.

File Attachments
1) C&C_WSEnvironment.zip, downloaded 255 times

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Sat, 28 Jun 2014 00:51:34 GMT
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Well here is the video comparing 1.037 to 4.1, as you can see originally WS Environment was

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useful for environmental reflect maps, now its useful for...?

http://youtu.be/G8o5YUqbOlg

Subject: Re: Stage Mapping "WS Environment"
Posted by jonwil on Sat, 28 Jun 2014 05:20:03 GMT
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I have no clue why its broken the way it is in 4.x and in any case no fix for 4.x or renegade will be made.

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Sat, 28 Jun 2014 05:44:42 GMT
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Cool Story Bro, I'll just keep posting bugs and we can make a topic named "List of things that are too good for Renegade 4.0"

Subject: Re: Stage Mapping "WS Environment"
Posted by Gen_Blacky on Sat, 28 Jun 2014 22:20:20 GMT
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Jerad Gray wrote on Fri, 27 June 2014 23:44Cool Story Bro, I'll just keep posting bugs and we can make a topic named "List of things that are too good for Renegade 4.0"

Subject: Re: Stage Mapping "WS Environment"
Posted by StealthEye on Sun, 29 Jun 2014 18:10:31 GMT
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It's not that they are too good, it's just that they are requested while noone is still working on the project, so there's noone to implement the changes.

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Sun, 29 Jun 2014 22:33:37 GMT
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And I'm sure there are plenty of people that'd like to step in and attempt to fix the bugs that have been left, hell I would but I already know the sharing policy with the source code is 0 and its not

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quite worth rebuilding 4.x from scratch just to fix the issues that exist.

And try to understand, I think you guys did great work, but with any large project accidents happen, and I get a little annoyed when there is no way made available for people to fix these issues, especially when parts of the team that built 4.0 clearly cares as they continue to check the forums.

Subject: Re: Stage Mapping "WS Environment"
Posted by dblaney1 on Mon, 30 Jun 2014 03:35:27 GMT
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Jerad Gray wrote on Sun, 29 June 2014 15:33And I'm sure there are plenty of people that'd like to step in and attempt to fix the bugs that have been left, hell I would but I already know the sharing policy with the source code is 0 and its not quite worth rebuilding 4.x from scratch just to fix the issues that exist.

And try to understand, I think you guys did great work, but with any large project accidents happen, and I get a little annoyed when there is no way made available for people to fix these issues, especially when parts of the team that built 4.0 clearly cares as they continue to check the forums.

Couldn't agree more.

Subject: Re: Stage Mapping "WS Environment"
Posted by StealthEye on Mon, 30 Jun 2014 17:28:52 GMT
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Couldn't agree less.

Noone ever asked to join the team or take over support, from what I remember. We have asked some people to join us in the past. I can't speak for TT, but I personally never felt that someone was truly interested in joining.

The sharing policy was to restrict the source code to the minimum necessary, to avoid potential leaks of knowledge over the anti-cheat. Since apparently there is interest from some people to take over the project, we are discussing this possibility internally.

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Tue, 01 Jul 2014 00:32:38 GMT
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StealthEye wrote on Mon, 30 June 2014 11:28Couldn't agree less.

Noone ever asked to join the team or take over support, from what I remember. We have asked

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some people to join us in the past. I can't speak for TT, but I personally never felt that someone was truly interested in joining.

The sharing policy was to restrict the source code to the minimum necessary, to avoid potential leaks of knowledge over the anti-cheat. Since apparently there is interest from some people to take over the project, we are discussing this possibility internally.
Well if there is even a possibly I think people should take this opportunity to make sure they test the shit out of Renegade and find every little bug. That way if someone does take over 4.1's source can have a nice warm welcome ;p

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Subject: Re: Stage Mapping "WS Environment"
Posted by jonwil on Tue, 01 Jul 2014 01:38:39 GMT
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Jerad Gray wrote on Tue, 01 July 2014 08:32
Well if there is even a possibly I think people should take this opportunity to make sure they test the shit out of Renegade and find every little bug.
Please do that kind of testing, finding as many bugs as possible will be useful if there is a revival of scripts for Renegade.

Subject: Re: Stage Mapping "WS Environment"
Posted by Jerad2142 on Tue, 01 Jul 2014 05:04:44 GMT
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jonwil wrote on Mon, 30 June 2014 19:38Jerad Gray wrote on Tue, 01 July 2014 08:32
Well if there is even a possibly I think people should take this opportunity to make sure they test the shit out of Renegade and find every little bug.
Please do that kind of testing, finding as many bugs as possible will be useful if there is a revival of scripts for Renegade.

Just let us know if and who you guys decide to let one of us start attempting to continue 4.x development for Renegade that way they know to take down their contact info and we know who to spam with requests ;p