

Doomsday Engine - Feature #1145

ATI TRUFORM for models

2003-03-19 12:16 - skyjake

Status: Closed	Start date: 2003-03-19
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Support for MD2 models. I remember an Unreal patch (or it was Quake 2?) that added Truform support even without a Radeon 8500 card.	
Labels: Graphics	

History

#1 - 2003-03-25 16:14 - skyjake

Logged In: YES
user_id=717323

I thought Truform was something that Radeons did in hardware? I'm using a GeForce2 myself. It'd be great if someone with a Radeon could look into this. It'll at least require passing on the model vertex normals to the GL.

#2 - 2003-03-25 16:15 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Even Ati Rage cards supported Truform via drivers, but since radeons 8500 came out, Ati removed this support.

There is an Unreal truform patch which works with radeons (or later cards).

Also I read somewhere that some games that support truform do it even in geforce 3 cards, but a lot slower because there isn't hardware support.

It would be nice truform support for everyone, in hardware for those with cards supporting it or in software for the rest.

#3 - 2003-05-16 02:48 - daniij

Closing as out of date. There are better ways to do this now.

#4 - 2003-09-03 00:15 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

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#5 - 2003-11-01 12:47 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=857779

I made a couple of screenshots of what truform might be able to do for the JDoom models.

<http://tomteskogen.0catch.com>

(screenshots of JDoom's Demon.md2 put into NitroGL's truform test app from www.area3d.net/story.php?id=24)

#6 - 2004-02-06 16:42 - jaquboss

Logged In: YES
user_id=899538

No! Dont use TRUFORM globaly. It is slow and ugly !!!

#7 - 2008-09-24 11:47 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=731015

This is a great idea! I have a Radeon 9800 Pro, and truform is in hardware. not when you take it to tessellation level 7 though, only to about 2. Unsuported models with no specific truform code are in software, however. Looks great when used though!