

Goran's High Resolution Water Set 2.2

Introduction

This is a plugin that replaces all textures in marathon infinity's water set with high res (512x512) textures. They were designed by me to be as authentic as possible. Most patterns and colors from the originals have been preserved. The textures add sharpness to the game, and of course, things look a lot better up close.

Installation

Place this folder in the Plugins folder located in the Aleph One directory. By default, Aleph One will activate the plugin. You can turn off the plugin in game by going to preferences, then plugins. Clicking on a plugin switches it from on to off and vice versa.

Bump Maps

This Plugin support Bump maps. To activate them go to the ingame preferences. Select graphics tab. Select opengl (shader) as rendering system. GO to settings and make sure the bump map check box is checked. Be warned however, that bump maps require extra memory.

Bloom

This Plugin support Bloom. To activate this feature go to the in game preferences. Select graphics tab. Select opengl (shader) as rendering system. GO to settings and make sure the bloom check box is checked. Be warned however, that bloom require extra memory.

Increasing Sharpness

- Fullscene antialiasing smoothes out blockiness and make shapes much more sharper, especially diagonal shapes where blockiness is most evident. Go to preferences/graphics/settings. Default setting is none. Bumping it up to 2x or 4x will make things look better. Requires more memory usage.
- Antisophic filtering makes textures at distance clear. Go to preferences/graphics/settings. If you put the bar at far left textures at distance will get a blurry look. If you put it to far right, distant textures will be crisp. The further to the right, the more memory usage.
- Game resolution has a big impact on the sharpness of the textures. Larger resolution = sharper textures. You can increase/decrease resolution in game through F1 and F2.

Optimization suggestions

- Good machine, go for max anti aliasing, max Antisophic filtering, and max resolution. Check bump maps and bloom.
- Middle end machine, I recommend you stay away from bloom and bump maps and go for max on anti aliasing, Antisophic filtering, and resolution.
- Bad machine, switch to opengl(classic) rendering system. Use no anti aliasing. Use max Antisophic filtering. Adapt your resolution for good performance.

Thanks goes to

Treellama for support and answering questions

Hopper for support and answering questions

Quartz for giving me feedback on textures

Crater Creator for giving me feedback on textures

TychoVII for lending me his PS brushes and helping me out with the spt text on texture 12.

Questions & Answers

Q: Can this plugin be used for the marathon 2 environment?

A: In theory, yes it can. The texture spots are exactly the same for Marathon 2 and marathon Infinity.

There is, however, no guarantee that all maps will look ok, since this plugin is intended to be used with the marathon infinity environment.

Change Log

2.0 New update to water set. All textures updated. Bump maps added.

2.1 added animated water, fixed a color issue on texture 07

2.2 Updated Readme. Moved animated liquids to a separate plugin.

Contact

goransvensson@gmail.com