

Forum:[Hack Forums](#)

Thread: [OSBuddy 3.0 - New graphics, longer render distance and a Sky!](#)

In?sane? - January 14, 2017, 1:04 pm

Actually looks sick.

<https://www.twitch.tv/iamkeeferz/v/111485507>

Jump to about 5:50 to check it out.

It's through OpenGL which allows the game to run on your GPU instead of one CPU core which will give you a huge performance boost as well.

Zexo - January 14, 2017, 1:15 pm

I saw the update for this and was so hyped no more looking too down because of shit render.

Fortunate - January 14, 2017, 1:16 pm

This looks amazing! I might just return to OSRS just because of this.

Leonard Snart - January 14, 2017, 1:18 pm

It's supposed to get released today,. But we'll see.

'Ben - January 14, 2017, 2:09 pm

Looks good. I don't see why Jagex would ban for something like this, guess we will just have to wait and see

Maxie - January 14, 2017, 2:14 pm

(Jan 14, 2017 03:09 PM)Ben??? Wrote: [\[CITE\]](#) Looks good. I don't see why Jagex would ban for something like this, guess we will just have to wait and see

It isn't. Jacmob is a former JaGeX moderator and was developing OSBuddy at the same time as he worked there.

In?sane? - January 14, 2017, 2:15 pm

(Jan 14, 2017 02:15 PM)Zexo Wrote: [\[CITE\]](#) I saw the update for this and was so hyped no more looking too down because of shit render.

Yes it's going to be amazing.

(Jan 14, 2017 02:18 PM)Leonard Snart Wrote: [\[CITE\]](#) It's supposed to get released today,. But we'll see.

Heard that to, hopefully they don't delay it again.

(Jan 14, 2017 03:09 PM)Ben??? Wrote: [\[CITE\]](#) Looks good. I don't see why Jagex would ban for something like this, guess we will just have to wait and see

OSBuddy wouldn't add something that would be bannable, they said it will be fine to use.

Coton Pker - January 14, 2017, 3:16 pm

I find it hilarious how Jagex shut down the one dude's OSRSHD client project because it pulled graphics hooks and rendered it's own shit, but this is perfectly fine.

though as it was explained, it's because james (jacob) knows exactly what the bot-detection

system is (as he operated it) and specifically made this to not trip it accidentally.

I still don't trust hackbuddy pro though :) knowing the people it comes from back in the day.

In?sane? - January 14, 2017, 3:35 pm

(Jan 14, 2017 04:16 PM)Coton Pker Wrote: [\[CITE\]](#) I find it hilarious how Jagex shut down the one dude's OSRSHD client project because it pulled graphics hooks and rendered it's own shit, but this is perfectly fine.

though as it was explained, it's because james (jacmob) knows exactly what the bot-detection system is (as he operated it) and specifically made this to not trip it accidentally.

I still don't trust hackbuddy pro though :) knowing the people it comes from back in the day.

They were talking about that on the stream a bit, I honestly haven't heard about other HD projects before.

I don't think there is any reason to distrust them anymore, really professional nowadays and they are making a lot money completely legit so doubt they would do anything to jeopardize their project. Also was there not a rs dev working on OSBuddy at the same time as he worked on rs?

dnbest - January 14, 2017, 3:40 pm

Did this get released yet? - Might resub for it.

In?sane? - January 14, 2017, 3:43 pm

(Jan 14, 2017 04:40 PM)dnbest Wrote: [\[CITE\]](#) Did this get released yet? - Might resub for it. Not yet, keeping an eye out on the Discord, twitter and reddit at the moment.

dnbest - January 14, 2017, 3:50 pm

(Jan 14, 2017 04:43 PM)In?sane? Wrote: [\[CITE\]](#) Not yet, keeping an eye out on the Discord, twitter and reddit at the moment.

Sweet post an update please mate when you hear ?

In?sane? - January 14, 2017, 3:51 pm

(Jan 14, 2017 04:50 PM)dnbest Wrote: [\[CITE\]](#) Sweet post an update please mate when you hear ? Will do, not sure how long I am up for but if I won't post I bet someone else will.

Leonard Snart - January 14, 2017, 4:39 pm

Was supposed to be today but on twitter they found some bugs and now have no ETA today

In?sane? - January 14, 2017, 5:07 pm

(Jan 14, 2017 05:39 PM)Leonard Snart Wrote: [\[CITE\]](#) Was supposed to be today but on twitter they found some bugs and now have no ETA today

Seems to be a few things they need to get in order still, the Discord is going absolutely mental.

They are posting a lot of pictures at the moment in the discord to.

Dar?k - January 14, 2017, 5:12 pm

(Jan 14, 2017 06:07 PM)In?sane? Wrote: [\[CITE\]](#) Seems to be a few things they need to get in order still, the Discord is going absolutely mental.

They are posting a lot of pictures at the moment in the discord to.

Holy! This reminds me soo much of pre eoc in 2010 and 2011... Damn..

In?sane? - January 14, 2017, 5:16 pm

(Jan 14, 2017 06:12 PM)Awesome Wrote: [\[CITE\]](#) Holy! This reminds me soo much of pre eoc in 2010 and 2011... Damn..

Yeah we are going to see some crazy shit in the future to, they said they have a lot of control to and can switch out models, skybox and a bunch of other cool shit like realistic fires and updated water textures.

Dar?k - January 14, 2017, 5:21 pm

(Jan 14, 2017 06:16 PM)In?sane? Wrote: [\[CITE\]](#) Yeah we are going to see some crazy shit in the future to, they said they have a lot of control to and can switch out models, skybox and a bunch of other cool shit like realistic fires and updated water textures.

I really hope that they switch out the models, Im so excited for this update!! :)

luke - January 14, 2017, 5:59 pm

Keeping an eye on it at the moment, hopefully it will live up to it's expectations.

Unsure if I'll like it or stick to the normal graphics + render.

Annointed - January 14, 2017, 6:03 pm

Dang not too bad actually, I like it! ?

L A S S 3 - January 15, 2017, 11:02 am

Looks promising.. I'll keep an eye out for this

Clique - January 15, 2017, 2:33 pm

IS THIS DELAYED AGAIN? :-(

In?sane? - January 15, 2017, 2:38 pm

(Jan 14, 2017 06:21 PM)Awesome Wrote: [\[CITE\]](#) I really hope that they switch out the models, Im so excited for this update!! :)

Same, it's crazy that this is even possible.

(Jan 15, 2017 03:33 PM)Clique Wrote: [\[CITE\]](#) IS THIS DELAYED AGAIN? :-(

Yes, they don't want to release it with the visual bugs so they are still working on it. However they did say it's coming in the next 24 hours.

2077 - January 15, 2017, 11:40 pm

(Jan 15, 2017 03:38 PM)In?sane? Wrote: [\[CITE\]](#) Same, it's crazy that this is even possible.

Yes, they don't want to release it with the visual bugs so they are still working on it. However they did say it's coming in the next 24 hours.

They said that 2 days ago lol

Wakka - January 15, 2017, 11:45 pm

It's not going to drastically alter your runescape experience. I don't understand the hype this reminds

me of the incremental decline into EOC.

imnotdex - January 15, 2017, 11:49 pm

those graphics are poop

ive had projectile diarrhea that looked better than that

Allison Argent - January 16, 2017, 12:12 am

Don't get me wrong it looks amazing just I have doubts with it:

- Currently you're able to 1 click the zmi altar with this (which is going to piss a lot of people off who grinded RC while having to click 2-3 times to even do the 1 rc run...)

- The raids being able to see the floor before so you're able to plot for the quickest times.

I think Jagex might look at asking them to remove this in time seeing as it's kind of giving players a better game advatange, especially in the team pking scene.. the render distance is disgusting.

In?sane? - January 16, 2017, 12:46 am

Alright it's released now, refresh OSBuddy to get get the update: <https://i.imgur.com/e7pZuBr.jpg>

(Jan 16, 2017 01:12 AM)Allison Argent Wrote: [\[CITE\]](#) Don't get me wrong it looks amazing just I have doubts with it:

- Currently you're able to 1 click the zmi altar with this (which is going to piss a lot of people off who grinded RC while having to click 2-3 times to even do the 1 rc run...)

- The raids being able to see the floor before so you're able to plot for the quickest times.

I think Jagex might look at asking them to remove this in time seeing as it's kind of giving players a better game advatange, especially in the team pking scene.. the render distance is disgusting.

Yeah saw the video lmao, can see a lot of people getting angry about this:

https://oddsbot.akamaized.net/render-captures/source/zulu-Q2_2hehMe7nSTZIAaFMtzg.mp4

Don't see it going anywhere to be honest, think people are going to have to get used to it. Also it doesn't render players/NPC's any different.

GruntStyl - January 16, 2017, 10:07 am

This would be enough for me to come back and check shit out. I like the idea of be able to use newer models. I'm wondering if they will make it optional as to what models you want and don't want to see.

SIM-403479 - January 16, 2017, 10:28 am

They actually look really good!

Pronghorn - January 16, 2017, 12:31 pm

are we gonna need pro to make use of this ?

Dar?k - January 16, 2017, 1:38 pm

(Jan 16, 2017 01:31 PM)Keep It Frikin Hillbilly Wrote: [\[CITE\]](#) are we gonna need pro to make use of this ?

Yes you need to buy OSB pro to use the new OpenGL graphics.

Clique - January 16, 2017, 6:01 pm

OpenGL mode is fucked hard right now. I'd hold off.

Korvo - January 16, 2017, 6:03 pm

This is pretty awesome. I just realized that OSBuddy updated. Going to have to try and play with the OpenGL option now. Thanks for pointing this out man!

Mafty Navue Erin - January 17, 2017, 6:13 am

I find this to be pretty cool actually, but I wonder what kind of impact this will have for the OSRS community. There are huge upsides to this but only for those that have bought Pro for OSB.

Elegant - January 17, 2017, 8:11 am

I enjoy Open GL especially how it uses GPU now but the only problem is the clickbox, people, and monsters going invisible.

SIM-403479 - January 17, 2017, 12:16 pm

(Jan 17, 2017 07:13 AM)Faulkner Wrote: [\[CITE\]](#) I find this to be pretty cool actually, but I wonder what kind of impact this will have for the OSRS community. There are huge upsides to this but only for those that have bought Pro for OSB.

yah. I don't think I'll be having it.

Universal. - January 17, 2017, 12:51 pm

Hate how they patched being able to click once and travel long distances, it made everything less tedious.