Subject: Re: Jonwil/scripts
Posted by saberhawk on Wed, 13 Feb 2008 02:08:13 GMT
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Renx wrote on Tue, 12 February 2008 15:52l like this stealth effect

http://www.n00bstories.com/image.fetch.php?id=1157626908

Oh if only it wasn't just 8 lines of code and actually impressive.

Edit: Here, have a diff

```
Toggle Spoiler
--- shaders.cpp 2007-08-15 17:11:06.000000000 -0700
+++ shaders.cpp 2008-02-12 18:20:42.545462000 -0800
@ @ -215,6 +215,15 @ @
HRESULT DefaultShaderPluginClass::OnRender(unsigned int primitive_type, unsigned short
start index, unsigned short polygon count, unsigned short min vertex index, unsigned short
vertex_count)
+ if ((render state->Textures[0] != NULL) &&
(strcmp(render_state->Textures[0]->Name, "stealth_effect.tga") == 0))
+ StateManager->SetRenderState(D3DRS_FILLMODE,D3DFILL_WIREFRAME);
+ }
+ else
+ {
+ StateManager->SetRenderState(D3DRS FILLMODE,D3DFILL SOLID);
+ }
 if (ShaderHooks && !pluginsRequired)
 if (ShaderCheckMaterial)
```

## File Attachments

1) notimpressed.jpg, downloaded 267 times

