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Subject: Re: Material Shaders

Posted by [LR01](#) on Sat, 02 Aug 2008 15:56:52 GMT

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mmm, the point is, it's getting really vague

why, at LE, can you see a big different when you are in first person ore third person? ,like green glass with first person and white glass with third person

ow, and I was trying to use them in combination with a alfablend shader on a different tab

well, whit this

I get

(before compute vertex solve)

(after compute vertex solve)

and when I change Dest to "One" I get

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