
Subject: Re: Stealth Wireframe...

Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:00:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk posted how to do this awhile back.

At the top of DefaultShaderPluginClass::OnRender in shaders.cpp add

```
Quote: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);
}
```
