Subject: Re: Stealth Wireframe...
Posted by MGamer on Tue, 09 Dec 2008 02:04:19 GMT
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pvtschlag wrote on Mon, 08 December 2008 20:00Saberhawk 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);
 }
maybe its an stupid question but... i need to have shaders enabled to use this?