
Subject: Re: Stealth Wireframe...

Posted by [samous](#) on Tue, 09 Dec 2008 02:10:33 GMT

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pvtschlag wrote on Mon, 08 December 2008 18:00

```
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);
}
```

specifically what does this do?
