
Subject: Re: Stealth Wireframe...

Posted by [samous](#) on Wed, 10 Dec 2008 01:17:57 GMT

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samous wrote on Mon, 08 December 2008 18:10pvtschlag 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);
}
```

i can see what to edit for the looks of it, but i don't see any W3D model or Preset type object in there to edit...

and of course i don't know how to compile this dll source, thats not what i mod. I just recently started DDS, but i have been only doing DROP mods b4 now!
