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Subject: Re: shader edit

Posted by [Omar007](#) on Thu, 11 Jun 2009 16:31:14 GMT

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Only thing (i think) i know is that a scene shader applies to the level/world you play in. Bloom is one of them.

Things like reflection of metal etc is unit/material depended if im correct and thus not applied to a whole 'scene' so no scene shader

And there are 2 ways to make a shader:

1. Using SDBedit (or was it SDedit?) which comes with Scripts 3.4.4
  2. Coding
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