
Subject: Re: [Shader] Horizontal Flip Shader
Posted by [nopol10](#) on Tue, 21 Jul 2009 06:45:53 GMT
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It is just a simple line of code that flips the rendered scene by doing $x = 1.0 - x$. No 3D manipulation needs to or has been done. The cool thing you notice when using this is that you'll find the map is actually shaped to be mirrored almost perfectly. For example, you'll feel as if you're on GDI in Under when you're actually on Nod and it adds a nice little sort of novelty to the gameplay.
