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Subject: Material Shaders

Posted by [LR01](#) on Sat, 02 Aug 2008 12:12:40 GMT

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Any experts about shaders here?

Well, I would like to know what this does

It is with the "Zero, One, Src Color, etc..."

Ow, and what does "alpha-test" do?

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Subject: Re: Material Shaders

Posted by [GEORGE ZIMMER](#) on Sat, 02 Aug 2008 14:36:53 GMT

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Rule 1 of Renegade: Try it out yourself and see what it does.

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Subject: Re: Material Shaders

Posted by [Jerad2142](#) on Sat, 02 Aug 2008 15:40:56 GMT

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Rule 2: Tell what your results were so people do keep waisting their time over and over.

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Subject: Re: Material Shaders

Posted by [LR01](#) on Sat, 02 Aug 2008 15:56:52 GMT

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mmm, the point is, it's getting really vague

why, at LE, can you see a big different when you are in first person ore third person? ,like green glass with first person and white glass with third person

ow, and I was trying to use them in combination with a alfablend shader on a different tab

well, whit this

I get

(before compute vertex solve)

(after compute vertex solve)

and when I change Dest to "One" I get

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