
Subject: Stealth Wireframe...

Posted by [LiL KiLLa](#) on Mon, 08 Dec 2008 19:40:16 GMT

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>_< I search for the stealth wireframe which Scrin got
but he don't want to give it out....
so.. does someone here in forums got the stealth wireframe
effect and can release it...?

here is the example:

Subject: Re: Stealth Wireframe...

Posted by [cAmpa](#) on Mon, 08 Dec 2008 20:22:49 GMT

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Is that under?

Subject: Re: Stealth Wireframe...

Posted by [Starbuzzz](#) on Mon, 08 Dec 2008 20:24:00 GMT

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cAmpa wrote on Mon, 08 December 2008 14:22: Is that under?

yeah lol

Subject: Re: Stealth Wireframe...

Posted by [LiL KiLLa](#) on Mon, 08 Dec 2008 20:45:54 GMT

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sure o.O

Subject: Re: Stealth Wireframe...

Posted by [Altzan](#) on Mon, 08 Dec 2008 21:38:56 GMT

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lol freaky Under

I like that skin. It doesn't scroll around like the other ones do, right?

Subject: Re: Stealth Wireframe...
Posted by [anant](#) on Tue, 09 Dec 2008 00:01:02 GMT
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I know di3hardNL has it

Subject: Re: Stealth Wireframe...
Posted by [samous](#) on Tue, 09 Dec 2008 01:53:55 GMT
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I GARENTY NO ONE WILL RELEASE THAT!

Thats what makes Scrin specail, those files:

Niko wrote on Sun, 30 November 2008 14:39i dont want to give it to noone, that effect made me unique

if you want, you can make a simular version, but making an outline of the veh in any collor, and making the rest transparent. Not the same, but close.

=samous

Subject: Re: Stealth Wireframe...
Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:00:59 GMT
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Saberhawk posted how to do this awhile back.

At the top of DefaultShaderPluginClass::OnRender in shaders.cpp add

```
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);
}
```

Subject: Re: Stealth Wireframe...
Posted by [MGamer](#) on Tue, 09 Dec 2008 02:04:19 GMT
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pvtschlag wrote on Mon, 08 December 2008 20:00Saberhawk posted how to do this awhile back.

At the top of DefaultShaderPluginClass::OnRender in shaders.cpp add

```
Quote:if ((render_state->Textures[0] != NULL) &&
(strcmp(render_state->Textures[0]->Name,"stealth_effect.tga") == 0))
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}
```

maybe its an stupid question but... i need to have shaders enabled to use this?

Subject: Re: Stealth Wireframe...

Posted by [Altzan](#) on Tue, 09 Dec 2008 02:04:42 GMT

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I might try that except I don't know how to make backgrounds of images transparent.

"Unique"? I'm not sure that's true, seeing as how you're the only one seeing it ingame.

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?

Subject: Re: Stealth Wireframe...

Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:20:32 GMT

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Also changing stealth_effect.dds will alter the color.

Subject: Re: Stealth Wireframe...

Posted by [anant](#) on Tue, 09 Dec 2008 02:26:07 GMT

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cant someone just make a .zip file?
