Subject: Re: A few Shader Questions
Posted by saberhawk on Sun, 24 Jun 2007 06:15:21 GMT

2) All the scene shaders work.

3) As far as I know, it works.

4) Will look into it

5) No. It reads shaders.sdb for 'global shaders', and then 'mapname.sdb' for per-map render shaders. Scene shaders can only be defined in 'sceneshaders.sdb'.