
Subject: Re: Jonwil/scripts

Posted by [Renx](#) on Wed, 13 Feb 2008 12:12:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 12 February 2008 22:08Renx wrote on Tue, 12 February 2008 15:52
like this stealth effect

<http://www.n00bstories.com/image.fetch.php?id=1157626908>

Oh if only it wasn't just 8 lines of code and actually impressive.

Edit: Here, have a diff

Toggle Spoiler

```
--- shaders.cpp 2007-08-15 17:11:06.000000000 -0700
```

```
+++ shaders.cpp 2008-02-12 18:20:42.545462000 -0800
```

```
@@ -215,6 +215,15 @@
```

```
HRESULT DefaultShaderPluginClass::OnRender(unsigned int primitive_type, unsigned short  
start_index, unsigned short polygon_count, unsigned short min_vertex_index, unsigned short  
vertex_count)
```

```
{  
+ 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);  
+ }  
+  
  if (ShaderHooks && !pluginsRequired)  
  {  
    if (ShaderCheckMaterial)
```

Is there like a 1000 line minimum for something to qualify as "cool" these days? You're trying to hard if that's the case...
