
Subject: Re: Jonwil/scripts

Posted by [Ethenal](#) on Wed, 13 Feb 2008 22:45:01 GMT

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

Renx wrote on Wed, 13 February 2008 06:12Saberhawk wrote on Tue, 12 February 2008 22:08Renx wrote on Tue, 12 February 2008 15:52I 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...

Like I said, inferiority complex...
