

---

Subject: Re: Scud Storm Shaders

Posted by [LR01](#) on Tue, 28 Oct 2008 18:18:38 GMT

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

---

As far as I know there are no tuts on that.

but noticed it is not hard, you only need need the "shader texture"

it's pretty much as the water shader, just Stage 1 Mapping Environment, and put your shader texture on stage 1.

Now, I never got my hands on the files but I think that should to it

---