Subject: Shaders
Posted by LR01 on Tue, 03 Mar 2009 18:36:00 GMT

Using the shaders add, alpha-blend ore screen, well I think just making a material transparent is enough, I get that "bug"(?). It starts whit LE, when you change from first to third person, ore other wise, the material get darker ore brighter, this also happens ingame but then also whit different angels.

and when I wanted to make a screenshot about, it just worked as it is supposed to...