
Subject: Stealth Wireframe

Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:37:41 GMT

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<http://pvtschlag.com/Scripts344withWireframeStealth.rar>

Just drag all the dll files to your Ren directory, if you already have 3.4.4 then you only need the shaders.dll.

Ignore the Source directory if you don't know what it is.

Subject: Re: Stealth Wireframe...

Posted by [ChewML](#) on Tue, 09 Dec 2008 02:43:40 GMT

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How easy is it to change the stealth effect colors after this? Is that still controlled by a DDS?

Subject: Re: Stealth Wireframe...

Posted by [anant](#) on Tue, 09 Dec 2008 02:43:41 GMT

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Thanks

Subject: Re: Stealth Wireframe...

Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:45:20 GMT

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ChewML wrote on Mon, 08 December 2008 21:43: How easy is it to change the stealth effect colors after this? Is that still controlled by a DDS?

Yes, just change the stealth_effect.dds like you would for a normal stealth skin.

Subject: Re: Stealth Wireframe...

Posted by [Altzan](#) on Tue, 09 Dec 2008 02:47:33 GMT

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You need 3.4.4 for this? Drat

Subject: Re: Stealth Wireframe...

Posted by [samous](#) on Tue, 09 Dec 2008 02:48:09 GMT

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does the rar make ALL the veh this way, or just the stank.If just the stank, how do you edit it so you can have it for a dif veh? If for all veh, how can you make it just for one?

=samous

Subject: Re: Stealth Wireframe...

Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:50:41 GMT

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samous wrote on Mon, 08 December 2008 21:48does the rar make ALL the veh this way, or just the stank.If just the stank, how do you edit it so you can have it for a dif veh? If for all veh, how can you make it just for one?

=samous

This is only for the stealth tank and the sbh. To change it for other vehicles you would need to alter the code to use the texture that the other vehicles use.

Subject: Re: Stealth Wireframe...

Posted by [samous](#) on Tue, 09 Dec 2008 02:52:59 GMT

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samous wrote on Mon, 08 December 2008 18:48how do you edit it so you can have it for a dif veh

What i ment was what part of the code did i need to edit, and how? (to what)

Subject: Re: Stealth Wireframe...

Posted by [pvtschlag](#) on Tue, 09 Dec 2008 02:57:11 GMT

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Just look at the code snippet I posted above. If you can't figure out what to change then I doubt you would even know how to compile it if I were to give you the code for what you wanted.

Subject: Re: Stealth Wireframe...

Posted by [anant](#) on Tue, 09 Dec 2008 03:24:13 GMT

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Its sick, thanks! Good Work

Subject: Re: Stealth Wireframe...
Posted by [Altzan](#) on Tue, 09 Dec 2008 03:27:31 GMT
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Altzan wrote on Mon, 08 December 2008 20:47You need 3.4.4 for this? Drat

Amirite or am I jumping to conclusions

Subject: Re: Stealth Wireframe...
Posted by [anant](#) on Tue, 09 Dec 2008 03:34:00 GMT
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Whats the big deal?
get all 3 sets of scripts. In order, no problem if u do it that way

Subject: Re: Stealth Wireframe...
Posted by [pvtschlag](#) on Tue, 09 Dec 2008 03:35:06 GMT
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Altzan wrote on Mon, 08 December 2008 22:27Amirite or am I jumping to conclusions

Yes, you need 3.4.4 to use this.

MGamer wrote on Mon, 08 December 2008 21:04maybe its an stupid question but... i need to have shaders enabled to use this?

Shaders can be disabled.

Subject: Re: Stealth Wireframe...
Posted by [Altzan](#) on Tue, 09 Dec 2008 04:52:14 GMT
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pvtschlag wrote on Mon, 08 December 2008 21:35Yes, you need 3.4.4 to use this.

Oh well. They're great, good job

Subject: Re: Stealth Wireframe...
Posted by [Gen_Blacky](#) on Tue, 09 Dec 2008 05:02:23 GMT
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yay source

Subject: Re: Stealth Wireframe...

Posted by [LiL KiLLa](#) on Tue, 09 Dec 2008 17:35:53 GMT

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thx pvtschlag !

but I want also the other vehs in that effect

but btw it lags really much with it o.O

Subject: Re: Stealth Wireframe...

Posted by [samous](#) on Wed, 10 Dec 2008 01:17:57 GMT

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samous wrote on Mon, 08 December 2008 18:10pvtschlag wrote on Mon, 08 December 2008 18:00

```
Quote: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);
}
```

i can see what to edit for the looks of it, but i don't see any W3D model or Preset type object in there to edit...

and of course i don't know how to complie this dll source, thats not what i mod. I just recently started DDS, but i have been only doing DROP mods b4 now!

Subject: Re: Stealth Wireframe...

Posted by [marcin205](#) on Fri, 12 Dec 2008 06:56:11 GMT

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um im have some probles soetimes dunno why maybe this is some skin problem but when im shoot its ok

any other char is ok,only sbh lol
