Subject: HexEditor / ByteChange
Posted by rrutk on Mon, 14 Nov 2011 13:57:57 GMT

Some1 know what bytes to change in hexeditor within a w3d to change from "alpha blend" to "alpha test and blend" ?

Need to fix an old w3d.

Thanks!

//

    W3DSHADER_ALPHATEST_DISABLE = 0,   // disable alpha testing (default)
    W3DSHADER_ALPHATEST_ENABLE,   // enable alpha testing
    W3DSHADER_ALPHATEST_MAX,   // end of enumeration

But need to know WHERE....