# Seven Swords - Using the included shader
## NOTE: the shader only works fully in forward rendering

The base/diffuse texture is the same as with most other shaders. You store the diffuse color texture in the RGB channels. The Alpha channel of the diffuse texture is used for defining cubemap reflection strength. White is fully reflective, black is no reflection.

Base (RGB) Refl. strength (A)

	Tiling	Offset
x	1	0
y	1	0

Select
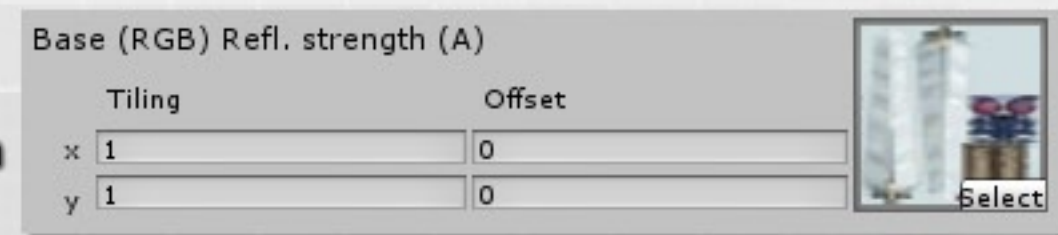
The ramp texture controls how the lighting behaves. From right to left it defines light to darkness repsectively. The default ramp of the swords is slightly stepped for instance, to create rougher transitions between light and dark levels. Should ideally be a 256x2 texture.
NOTE: The ramp texture should also be set to Wrap Mode: Clamp.

Toon Ramp (RGB)

	Tiling	Offset
x	1	0
y	1	0

Select
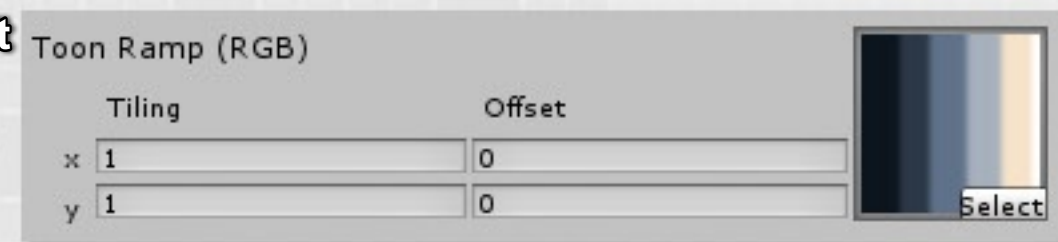
The cube reflection is a cube map, which functions as a reflection texture. The six images/faces of the cube map are reflected on the model depending on which direction it's facing.

Cube Reflection (Cube)

	Tiling	Offset
x	1	0
y	1	0

Select
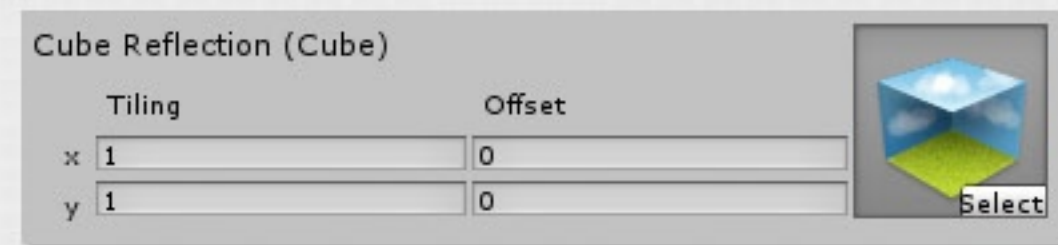
The cube map strength slider is just a multiplier that controls how strong the cube reflection is. This is handy if you find that materials appear overly bright.

Cubemap Strength
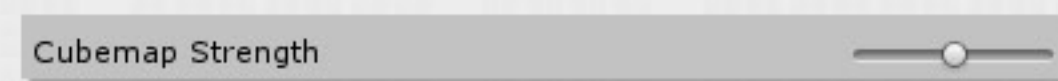
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