**Shaders**

**In Game Surface Types**

Note: The in game surface types are not the same as the search keywords material types.

The surface type for a shader is specified via a "surfaceparm type" line, where type is the surface type to use.

Example: surfaceparm wood

Note that only one surface type can be used at a time, and so only one should be specified in a shader.

Here's a list of each of the surface types that can be specified:  
  
wood - wooden surface  
metal - metal surface (like metal plating)  
stone - stone or rock surface  
dirt - dirt surface  
grill - metal grill surface  
grass - grass covered surface  
mud - muddy or squishy sounding surface  
puddle - water puddle surface  
glass - glass surface  
gravel - rocky gravel surface  
sand - sandy surface  
foliage - tree tops, bushes, or leaf covered surface  
snow - snow covered surface  
carpet - carpeted surface