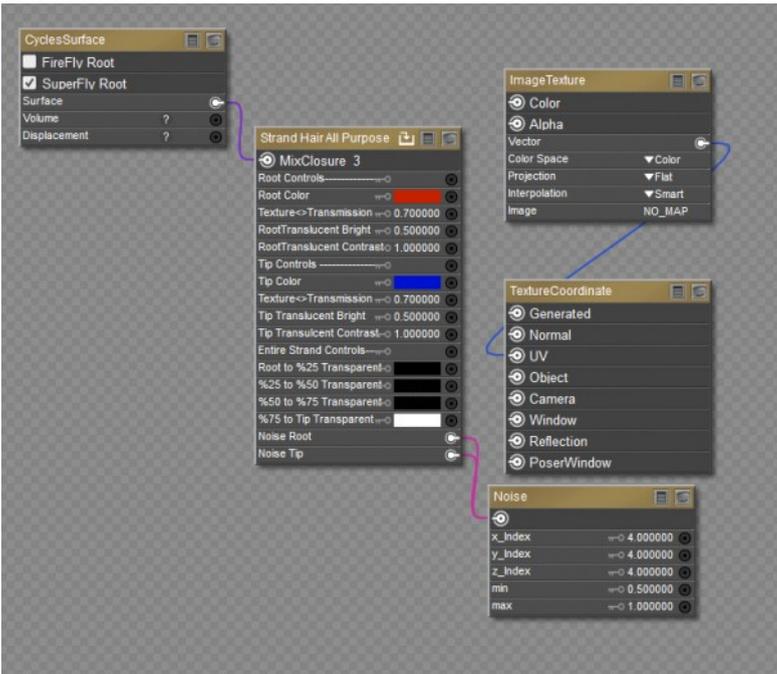Here is the third shader I promised. All Purpose Strand.zip This one is an all purpose cycles strand hair shader that functions similarly to the firefly hair node. I used it in the render above. Install it the same way you install anything else from the store. Once installed you will find the shader under the materials tab in a folder called 'Strand Hair'.

This is what it looks like when you first load the shader. The controls on the main node 'Strand Hair All Purpose' are separated into three groups 'Root Controls', 'Tip Controls' and 'Entire Strand Controls'. The 'Root Controls' and the 'Tip Controls' work the same. They just affect the begining and the end of the strand. The rest of the strand is a mix of the two. Here is what each control does for the Root and Tip.

Texture<>Transmission= This determines how much of what is seen in the render is from the reflective color/Texture or the light from the translucent properties of the hair.
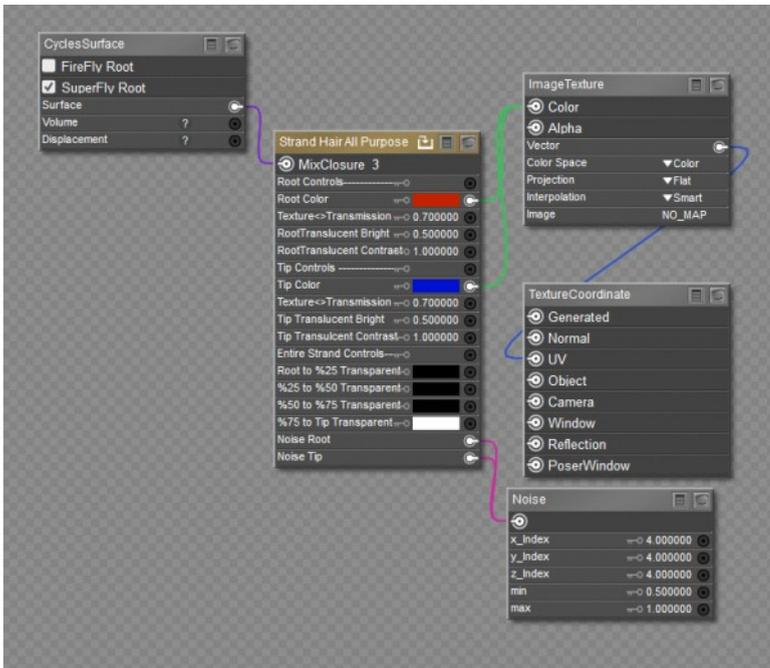
*Translucent Bright= This controls the Brightness of the translucent color of the hair generated by the shader.
*Translucent Contrast= This controls the contrast of the translucent color of the hair generated by the shader.
These two controls work hand in hand. Also note that in terms of hair the translucent color is also called Transmission Color.

I've tried to set these control to the most common setting used. However if you have a light color like white or blond you need to set the Translucent contrast to 0.

Just like the title suggests the 'Entire Strand Controls' affect the entire strand. The transparent settings will break up each strand into into four equal segments that can be adjusted individually. The last two Noise for root and tip break up solid colors for a more natural look.

CyclesSurface
- FireFly Root
- ☑ SuperFly Root
- Surface
- Volume ?
- Displacement ?

Strand Hair All Purpose
- MixClosure 3
- Root Controls----------------
- Root Color
- Texture<>Transmission 0.700000
- RootTranslucent Bright 0.500000
- RootTranslucent Contrast 1.000000
- Tip Controls ------------------
- Tip Color
- Texture<>Transmission 0.700000
- Tip Translucent Bright 0.500000
- Tip Translucent Contrast 1.000000
- Entire Strand Controls---
- Root to %25 Transparent
- %25 to %50 Transparent
- %50 to %75 Transparent
- %75 to Tip Transparent
- Noise Root
- Noise Tip

ImageTexture
- Color
- Alpha
- Vector
- Color Space ▼Color
- Projection ▼Flat
- Interpolation ▼Smart
- Image NO_MAP

TextureCoordinate
- Generated
- Normal
- UV
- Object
- Camera
- Window
- Reflection
- PoserWindow

Noise
- x_Index 4.000000
- y_Index 4.000000
- z_Index 4.000000
- min 0.500000
- max 1.000000

If you need to connect a texture to the shader like in the fur shader you connect the colors to the 'Image Texture' node as seen above. The 'Image Texture' node loads automatically with the shader but is disconnect until you need it. Notice that the Root color and the Tip color did not change. That is because the color will multiply with the texture just like the FireFly Hair Shader. Remember to set the root and tip colors to white if you don't want the texture to be altered.

As mentioned before all of the shaders I've created in this thread are free to be used any way you see fit. All comments, criticism, and questions are welcomed.

Pasted from < https://community.hivewire3d.com/threads/poser-fur-superfly.4228/page-5#post-201319 >