Subject: Re: Important scripts.dll 3.2.2 news
Posted by Crow3333 on Thu, 26 Apr 2007 09:02:51 GMT

I asked this before, but nobody didn´t help in the other topic:

I´ve got a problem, everytime I try to use the normalmapshaders the models gets black. What exactly must I do to get it to work? I renamed the texture on the model (its a character) to c_ag_gdi_mg then I exportet everything, made a normal map with the name c_ag_gdi_mg_n.tga and put it in the datafolder like the other files. Then I edited the shaders.sdb and made a new shader with the texture file "c_ag_gdi_mg_n.tga" in the normalmap slot. The other settings were left to the default. The mammoth and Ftank shaders are working fine, but i can´t get my files to work.

Can someone help?