Subject: Re: Normal maps
Posted by DL60 on Fri, 15 Jun 2007 19:04:52 GMT
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It isn't possible to apply normal maps on every model in Renegade with the current system because yo ucan find some material names in renegade two or more times. Try to create a normal map for the nod light tank. Yes you have the normal map on the light tank after that but you also have this normal map applied on the GDI HumVee front windows.

My friend tried to apply a normal map on the ChemWarrior. It doesn't work and we don't know why. I also tried to apply a shader on the nod obelisk's dark metal but I the obl looked really wired afterwards.