Subject: Re: [request] High Res Vehicle textures
Posted by saberhawk on Tue, 27 Jan 2009 18:31:03 GMT

Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

File Attachments
1) HLSLnormal_map.fx, downloaded 146 times