Subject: Re: [request] High Res Vehicle textures Posted by nopol10 on Sun, 01 Feb 2009 01:51:04 GMT

View Forum Message <> Reply to Message

Here's a version of the normal map shader file that I edited with diffuse lighting. I got this code from a book I'm reading so I just added it for fun. There are some extra crap which are not used in the file and those are from stuff on the Internet which I was trying out. Override the HLSLnormal\_map.fx in the data folder.

## File Attachments

1) HLSLnormal\_map.fx, downloaded 128 times