
Subject: [Shaders] Normal Mapped Stuff 2.2
Posted by [nopol10](#) on Sat, 13 Jun 2009 06:41:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:

Nopol's Normal Mapped Stuff V2.2

Contents of the RAR:

-HLSLnormal_map.fx
-normalmaps.mix
-shaders.sdb

Installation:

1. Backup the original HLSLnormal_map.fx and shaders.sdb in you Renegade\Data folder by renaming them.
2. Drag normalmaps.mix and shaders.sdb into the Renegade\Data folder.
3. (OPTIONAL STEP) If you wish to have diffuse shading on the objects that are normal mapped instead of just specular shading, copy HLSLnormal_map.fx into the Renegade\Data folder. Keep the backup in step one so that you can see the difference between the two. (NOTE: You need to have a graphics card that can support shader model 3.0 in order to use the modified HLSLnormal_map.fx)

Uninstallation:

1. Remove normalmaps.mix, shaders.sdb and HLSLnormal_map.fx and rename the backups to their original names.

Credits:

Normal maps made in GIMP

Diffuse shading code adapted from the book "Introduction to 3D Game Programming with DirectX 9.0C" by Frank D. Luna

Here are some sites you can download from:

FileFront <---Currently 2.1

MediaFire <---Newest, 2.2 with fixed Humm-Vee normal texture

steekR <---2.2

I'll try to get more links up with the new fixed version tomorrow. Both links above are new.

Screenshots:

Nod Vehicles with diffuse

GDI Vehicles 1 with diffuse

GDI Vehicles 2 with diffuse

Flying Vehicles with diffuse

File Attachments

1) [ScreenShot120.png](#), downloaded 199 times



Cred

2) [ScreenShot122.png](#), downloaded 205 times



Cred