Subject: Re: [Shaders] Normal Mapped Stuff 2.0 Posted by Omar007 on Sat, 13 Jun 2009 10:00:06 GMT

View Forum Message <> Reply to Message

Hmmmm.....

Toggle Spoiler

Its also happening at the Turrets and the AGT guns

Other vehicles seem to work good

PS. This is with the OPTIONAL STEP included. Have done everything as described in the Readme

Yes my video card can handle shaders 3.0 even 4.0 if i had Vista (NVidia GeForce 9800 GTX+)

File Attachments

1) ScreenShot01.png, downloaded 906 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums

