
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 1132 times



NE

