Subject: Re: scripts.dll 3.2 is out
Posted by saberhawk on Tue, 10 Apr 2007 21:30:01 GMT
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DeathLink6.0 wrote on Tue, 10 April 2007 13:03Adding more normal maps?

I tried (together with some other people) to add normalmaps for the pistol and the GDI APC. We quickly rendered some normal maps and tried to add them to the game with the sbhedit. We used values from the mammothtank entry (execpt the .tga normalmapfilename of course) but the normalmap didn't appear ingame.
The 'name' of the shader in sdbedit is important when trying to do that. You need to make sure that it is the same as the 'material name' of the object you are trying to put the shader on.