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Subject: [Shaders] Normal Mapped Stuff 2.2  
Posted by [nopol10](#) on Sat, 13 Jun 2009 06:41:08 GMT  
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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.

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Credits:

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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

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1) [ScreenShot120.png](#), downloaded 468 times



Cred

2) [ScreenShot122.png](#), downloaded 451 times



Cred

Subject: Re: [Shaders] Normal Mapped Stuff 2.0  
Posted by [ErroR](#) on Sat, 13 Jun 2009 08:43:25 GMT  
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nice, i changed my vid card so now it should work

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

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1) [ScreenShot01.png](#), downloaded 1151 times



NE



Subject: Re: [Shaders] Normal Mapped Stuff 2.0  
Posted by [ErroR](#) on Sat, 13 Jun 2009 10:28:13 GMT  
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judging by the R <- it's missing textures

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Subject: Re: [Shaders] Normal Mapped Stuff 2.0  
Posted by [nopol10](#) on Sat, 13 Jun 2009 10:32:51 GMT  
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That's not a shader problem, it seems that Renegade can't find the normal map texture for those stuff. It started happening to me as well after I added some textures into the mix, I'll fix it ASAP.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.0  
Posted by [ErroR](#) on Sat, 13 Jun 2009 10:43:56 GMT  
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try extracting the out of the mix then

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Subject: Re: [Shaders] Normal Mapped Stuff 2.0  
Posted by [nopol10](#) on Sat, 13 Jun 2009 10:45:28 GMT  
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The .mix was turned into a non-Renegade friendly format by Mix Editor; I've fixed it with RenegadeEx now. Currently uploading.

EDIT: Updated the MediaFire link with the fixed version. More coming soon.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [slosha](#) on Sat, 13 Jun 2009 15:47:03 GMT  
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I downloaded the updated mediafire and its putting black stuff on the vehicles and the turret seems to be missing something, it has that westwood thing. does this mean my computer doesn't support it?

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [ErroR](#) on Sat, 13 Jun 2009 15:48:02 GMT  
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Glock~ wrote on Sat, 13 June 2009 18:47 I downloaded the updated mediafire and its putting black stuff on the vehicles and the turret seems to be missing something, it has that westwood thing. does this mean my computer doesn't support it?  
read the abovey posts

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [crysis992](#) on Sat, 13 Jun 2009 17:19:36 GMT  
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ehh btw:  
This effect dont work with Renegade Resurrection!

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [EvilWhiteDragon](#) on Sat, 13 Jun 2009 21:21:29 GMT  
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\*PERHAPS\* you could post screenshots? I prefer to know what I'm downloading.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [ErroR](#) on Sat, 13 Jun 2009 21:47:38 GMT  
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<http://forums.mp-gaming.com/index.php?act=attach&type=post&id=2523>  
<http://forums.mp-gaming.com/index.php?act=attach&type=post&id=2524>  
my guess is the link won't work for long

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [mrÄÅŞÄ-z](#) on Sat, 13 Jun 2009 23:05:09 GMT  
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I want that for everytjing.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [nopol10](#) on Sat, 13 Jun 2009 23:19:55 GMT  
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EvilWhiteDragon wrote on Sun, 14 June 2009 05:21 \*PERHAPS\* you could post screenshots? I prefer to know what I'm downloading.

I will, I was in a bit of a rush when I uploaded this.

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EDIT: Ugh, there seems to be a missing texture with the Humm-Vee, will fix now.

EDIT 2: MediaFire link now contains 2.2, with fixed Humm-Vee normal map texture.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [a000clown](#) on Sat, 13 Jun 2009 23:59:53 GMT  
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Much better than all that over hyped super bright blurred out shit bloom

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [CarrierII](#) on Sun, 14 Jun 2009 07:27:03 GMT  
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Is it just me or has this affected your weapons as well? (Both the shotgun and the sniper rifle seem more... shiny)

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [nopol10](#) on Sun, 14 Jun 2009 10:40:19 GMT  
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Yeah, I added normal mapping for the Auto Rifle, Shotgun, Sniper Rifle, Grenade Launcher, Proxies and Repair Gun. I couldn't go any further because there seems to be some limit with the .sdb file.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 14 Jun 2009 11:21:16 GMT  
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Needs more bloom.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [LiL KiLLa](#) on Sun, 14 Jun 2009 11:44:14 GMT  
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show exam what you mean

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [slosha](#) on Sun, 14 Jun 2009 15:23:21 GMT  
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Ok, so I extracted the files in the .mix to my data folder and I'm surprised to see that it works! The vehicles look very dark tho. Is there anyway to make them look a little brighter?

EDIT: The Mammy doesn't work :\

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 14 Jun 2009 15:39:01 GMT  
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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [slosha](#) on Sun, 14 Jun 2009 20:24:16 GMT  
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that helps

not

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [MGamer](#) on Sun, 14 Jun 2009 21:58:14 GMT  
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no1 gives a fuck about your photoshop skills

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [nopol10](#) on Sun, 14 Jun 2009 23:37:47 GMT  
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Glock~ wrote on Sun, 14 June 2009 23:23Ok, so I extracted the files in the .mix to my data folder and I'm surprised to see that it works! The vehicles look very dark tho. Is there anyway to make them look a little brighter?

EDIT: The Mammy doesn't work :\

The mammy works for me, hmm. Try not extracting the stuff out of the mix or using the mammy normal map found in scripts 3.4.4. Also make sure you're using version 2.2.

You can change the darkness by using the original .fx file or editing the .fx file.

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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [mr£Ä\\$Ä-z](#) on Mon, 15 Jun 2009 15:34:22 GMT  
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10:39Toggle Spoiler

no1 gives a fuck about your photoshop skills  
Wanna see Video you Jackass? idont even have Photoshop

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