
Subject: Re: scripts.dll 3.2 is out
Posted by [DL60](#) on Tue, 10 Apr 2007 18:03:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Adding 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 (except the .tga normalmapfilename of course) but the normalmap didn't appear ingame.
