Subject: Re: Important scripts.dll 3.2.2 news
Posted by saberhawk on Thu, 26 Apr 2007 22:51:11 GMT
View Forum Message <> Reply to Message

Crow3333 wrote on Thu, 26 April 2007 04:02I asked this before, but nobody didn´t help in the other topic:

I´ve got a problem, everytime I try to use the normalmapshaders the models gets black. What exactly must I do to get it to work? I renamed the texture on the model (its a character) to c_ag_gdi_mg then I exportet everything, made a normal map with the name c_ag_gdi_mg_n.tga and put it in the datafolder like the other files. Then I edited the shaders.sdb and made a new shader with the texture file "c_ag_gdi_mg_n.tga" in the normalmap slot. The other settings were left to the default. The mammoth and Ftank shaders are working fine, but i can´t get my files to work.

Can someone help?

To anybody else experiencing this, the defaults are WRONG, do not use them. Copy the settings from the example shaders.sdb for now until 3.2.2 is released.