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Subject: Normal maps

Posted by [Slave](#) on Thu, 14 Jun 2007 21:38:07 GMT

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Can anyone explain to me how to apply this normal map to the nod harvester? I generated it with ATI tools and paintshop, and I was just curious how it would look ingame.

I tried doing it myself with sdbedit.exe. I took a look at how the mammoth tank was done, and tried the same method for the harvester. No good, nothing changed ingame. A manual, or mini tutorial would be appreciated.

I was also about to say something random concerning joe937465, but I forgot. It is better this way.

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