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Subject: Re: Look!

Posted by [saberhawk](#) on Fri, 23 May 2008 01:01:24 GMT

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madrackz wrote on Thu, 22 May 2008 17:40 just for displaying building health bar, about the "reflects" you need to make new .dds files, edit shader.sdb

Yeah, make the normal maps and then edit shaders.sdb to add them in (I should know, I wrote the code ). So you didn't do any changes to the .fx file or the ProgrammableShaderClass, right?

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