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Subject: Re: Look!

Posted by [\\_SSnipe\\_](#) on Sun, 25 May 2008 06:21:05 GMT

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E3 Beta M01.mix wrote on Sat, 24 May 2008 23:00Saberhawk wrote on Sat, 24 May 2008 17:19madrackz wrote on Sat, 24 May 2008 06:21Saberhawk how did they made the purple Texture??? (Yes this way i used to make these shaders work =D Use the Normal Map filter from the NVIDIA DDS Plugin for Photoshop (<http://developer.nvidia.com>) didnt worked for me, there too many settings. same blue-white shit with that AMD tools also

how did u change name of the tank?

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