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Subject: Re: Look!

Posted by [Canadacdn](#) on Sun, 25 May 2008 06:55:29 GMT

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SSnipe wrote on Sun, 25 May 2008 01:21E3 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?

He used a custom Strings.tdb.

Also, that tank looks like ASS.

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