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Subject: Re: Look!

Posted by [nopol10](#) on Mon, 26 May 2008 01:11:24 GMT

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DL link for the normal maps [UPDATED]:

<http://www.mediafire.com/?eynivmbgggm>

Put the .mix file and the shaders.sdb into the data folder.

The Nod APC and the Nod Harvester's normal maps are screwed up because they share the same material names as their GDI counterparts...

Enjoy!

[EDIT]Updated link contains both the .sdb and the new normalmap.mix with the missing normal textures.

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