
Subject: Re: [request] High Res Vehicle textures
Posted by [saberhawk](#) on Tue, 27 Jan 2009 18:31:03 GMT
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Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

File Attachments

1) [HLSLnormal_map.fx](#), downloaded 140 times
