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Subject: Re: [Shaders] Normal Mapped Stuff 2.0  
Posted by [nopol10](#) on Sat, 13 Jun 2009 10:32:51 GMT  
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That's not a shader problem, it seems that Renegade can't find the normal map texture for those stuff. It started happening to me as well after I added some textures into the mix, I'll fix it ASAP.

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