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Subject: Re: Normal maps and 4.0

Posted by [Generalcamo](#) on Tue, 13 Dec 2011 00:02:47 GMT

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There was a shader that enabled specular lighting back in 3.4.4. It might still work.

EDIT: Here we go, it was in this ZIP, it is the FX file:

<http://www.fileden.com/files/2009/2/5/2307214/NormalMappedStuff2.2.rar>

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