Subject: Normal maps screwing up?
Posted by TSS888 on Sat, 09 Jun 2007 04:53:23 GMT
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Take a look at my flame tank and mammy:
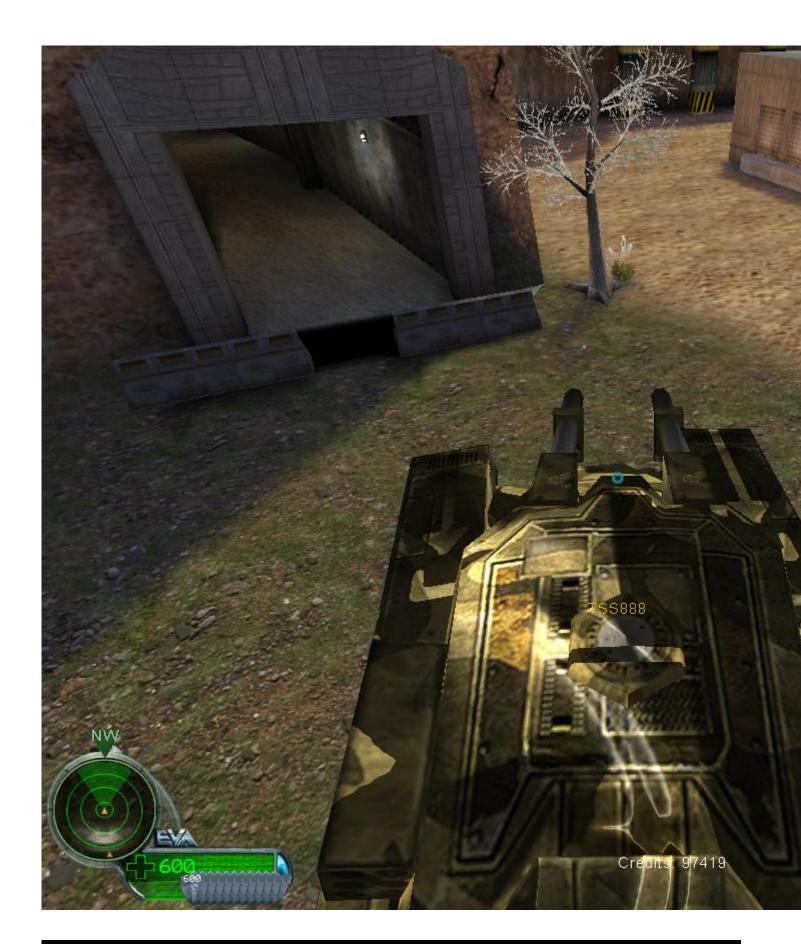
Any idea why the normal maps might be screwing up?

File Attachments
1) ScreenShot06.jpg, downloaded 433 times

2) ScreenShot08.jpg, downloaded 416 times

TSS888

Credits: 97419

NW

EVA

600

600

Subject: Re: Normal maps screwing up?
Posted by reborn on Sat, 09 Jun 2007 05:56:43 GMT
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That's the new shaders improving them.

Subject: Re: Normal maps screwing up?
Posted by Tunaman on Sat, 09 Jun 2007 07:26:45 GMT
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Haha^
Ontopic I think you forgot to extract a file or something, maybe you should try installing the scripts
with the shaders by using an installer so you don't have to worry about extracting all the right stuff.

Subject: Re: Normal maps screwing up?
Posted by jonwil on Sat, 09 Jun 2007 07:26:58 GMT
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Make sure you are using the .fx files that came with the scripts.dll version you are using.

Subject: Re: Normal maps screwing up?
Posted by reborn on Sat, 09 Jun 2007 09:44:33 GMT
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I was being serious... :S

Subject: Re: Normal maps screwing up?
Posted by jonwil on Sat, 09 Jun 2007 09:57:59 GMT
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Also, make sure you have the 2 normal map textures present in the right place. Looking at those
screenshots, I can just make out parts of the "missing texture" Westwood logo where the normal
maps should be.

Subject: Re: Normal maps screwing up?
Posted by JohnDoe on Sat, 09 Jun 2007 11:16:45 GMT
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Is it just me or do they still not blend in correctly with the fog on the City bridge?

Subject: Re: Normal maps screwing up?
Posted by saberhawk on Sun, 10 Jun 2007 05:57:47 GMT
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They do with scripts 3.3x. That issue I'm seeing right there is the textures not being loaded and lighting being calculated off of the missing texture texture instead of the purplish normal maps.

Subject: Re: Normal maps screwing up?
Posted by Jerad2142 on Mon, 11 Jun 2007 05:24:04 GMT
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Its the giant Westwood W, which means you successfully forgot to put the new textures in the Renegade data folder.