Subject: A few Shader Questions
Posted by nopol10 on Sat, 23 Jun 2007 01:14:14 GMT
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1) How do I use the Glass Shader?
2) Does the Tone Mapping Sceneshader work?
3) Is it possible to apply normal maps to terrain? I have tried to do so but there is no result.
4) There is a problem in sdbedit.exe when it comes to applying normal maps to the Sedan and
Pickup Truck. What happens is that my normal map for the sedan will show properly when there is
no v_pickup01 normal map shader in the shaders.sdb. However, once I put in the v_pickup01
shader, the Normal Map texture for v_sedan01 will be changed to what I just picked for the
v_pickup01. When I get ingame to test out the normal maps for these two vehicles, both of their
normal maps will not show (not even the missing texture texture). When I try to delete the
v_sedan01 sdbedit.exe will crash.
5) Is it possible in future for the scripts to read from all the sdb files in the data folder instead of
just shaders.sdb and sceneshaders.sdb?

Thank you.

Subject: Re: A few Shader Questions
Posted by nopol10 on Sat, 23 Jun 2007 23:37:10 GMT
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I guess I figured out 1) but could someone please answer my other questions? Thanks

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Subject: Re: A few Shader Questions
Posted by saberhawk on Sun, 24 Jun 2007 06:15:21 GMT
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2) All the scene shaders work.
3) As far as I know, it works.
4) Will look into it
5) No. It reads shaders.sdb for 'global shaders', and then 'mapname.sdb' for per-map render
shaders. Scene shaders can only be defined in 'sceneshaders.sdb'.