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Subject: shaders

Posted by [Poskov](#) on Sat, 14 Mar 2009 04:50:02 GMT

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Does anyone have a tutorial on how to apply bump mapping to a W3d using shaders.dll & the shaders database editor?

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Subject: Re: shaders

Posted by [nopol10](#) on Sat, 14 Mar 2009 05:58:57 GMT

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=111>

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Subject: Re: shaders

Posted by [mr£Ä\\$Ä-z](#) on Sat, 14 Mar 2009 10:41:25 GMT

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It does not work on everything like some guns etc, also its bugged in SP, thats why im working with DX 9 Shaders

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Subject: Re: shaders

Posted by [saberhawk](#) on Sat, 14 Mar 2009 13:18:11 GMT

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madrackz wrote on Sat, 14 March 2009 06:41It does not work on everything like some guns etc, also its bugged in SP, thats why im working with DX 9 Shaders

From my point of view, you simply said "The 'DX 9' shaders in scripts 3.4.4 are bugged, that's why I'm working with DX 9 Shaders.". The shaders in scripts 3.4.4 are bugged, sure, but they are still "DX9 Shaders". So then, what are you working on?

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Subject: Re: shaders

Posted by [mr£Ä\\$Ä-z](#) on Sat, 14 Mar 2009 13:22:37 GMT

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What the hell are you trying to say? when did i say that, its just some shaders wont work on scripts 3.4.4 from DX9 (like Bump Map the whole game) but all the other thing like bloom work Shaders.SDB is bugged and to much work, thats why i work with DX 9 because it affects the whole game + menu and can be changed very fast

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