
Subject: Vehicle Shine?

Posted by [slosa](#) on Thu, 02 Apr 2009 02:15:39 GMT

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I put both files, shaders.sdb (or w/e) and teh normalmaps.mix, in my renegade & data folder. I enable shaders, which i have, and it doesn't work. I think I'm still using the modified one from deathlink's hud, or perhaps the one from that one guy that modified it. Why isn't it working, and how can i fix this?

Here is the link to where it was released:

<http://elitekamikazeteam.com/viewtopic.php?f=50&t=1373>

Here is where I downloaded it:

<http://www650.megaupload.com/files/e14739dd033c520de0cf4a8a22f90d65/Players%20Ve%20Effects.rar>

Subject: Re: Vehicle Shine?

Posted by [Gen_Blacky](#) on Thu, 02 Apr 2009 02:28:09 GMT

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maybe your video card doesn't support it.

Subject: Re: Vehicle Shine?

Posted by [slosa](#) on Thu, 02 Apr 2009 03:29:29 GMT

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awww

Subject: Re: Vehicle Shine?

Posted by [Gohax](#) on Thu, 02 Apr 2009 04:52:21 GMT

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Yeah it didn't work for me either. I think it may be what Blacky said because someone told me the same thing.

Subject: Re: Vehicle Shine?

Posted by [JsxKeule](#) on Thu, 02 Apr 2009 05:05:47 GMT

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but i found a way to make a shiny effect with *.dds files

Subject: Re: Vehicle Shine?

Posted by [Gohax](#) on Thu, 02 Apr 2009 11:32:09 GMT

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Or did you just follow Di3hard's tutorial?

Subject: Re: Vehicle Shine?

Posted by [MGamer](#) on Thu, 02 Apr 2009 13:10:20 GMT

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i think you need pixel shader 3.0/2.0

Subject: Re: Vehicle Shine?

Posted by [JsxKeule](#) on Thu, 02 Apr 2009 14:22:33 GMT

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Gohax wrote on Thu, 02 April 2009 13:32Or did you just follow Di3hard's tutorial?
a bit
