
Subject: normal maps and glow shaders with WDump
Posted by [PGPG](#) on Mon, 28 Dec 2009 10:10:31 GMT
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I searched in this forum, but all leads me to old renhelp. and renegadehelp.net hasn't got that tutorial with normal maps and glow shaders.

Does any1 know how to make some shaders?

Subject: Re: normal maps and glow shaders with WDump
Posted by [PGPG](#) on Mon, 28 Dec 2009 11:19:39 GMT
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no ideas?

Subject: Re: normal maps and glow shaders with WDump
Posted by [Stefan](#) on Mon, 28 Dec 2009 11:26:45 GMT
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Have some patience, you just posted it 1 hour ago.

Subject: Re: normal maps and glow shaders with WDump
Posted by [ErroR](#) on Mon, 28 Dec 2009 11:55:27 GMT
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<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=111>
here's the tutorial, but no images

Subject: Re: normal maps and glow shaders with WDump
Posted by [PGPG](#) on Mon, 28 Dec 2009 11:59:56 GMT
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the link doesn't work. it shows me, that the website doesn't exist

Subject: Re: normal maps and glow shaders with WDump
Posted by [Tupolev TU-95 Bear](#) on Mon, 28 Dec 2009 12:07:44 GMT
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PGPG wrote on Mon, 28 December 2009 11:59 the link doesn't work. it shows me, that the website doesn't exist

it works

Subject: Re: normal maps and glow shaders with WDump

Posted by [PGPG](#) on Mon, 28 Dec 2009 12:13:20 GMT

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maybe someone of you can save the website (as html) and post it for me.
(mostly its File->Save in your browser)

Subject: Re: normal maps and glow shaders with WDump

Posted by [ErroR](#) on Mon, 28 Dec 2009 15:19:38 GMT

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here

File Attachments

1) [RenHelp.net - Everything C&C Renegade!.URL](#), downloaded 161 times

Subject: Re: normal maps and glow shaders with WDump

Posted by [Omar007](#) on Mon, 28 Dec 2009 15:47:34 GMT

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Here is it as HTML. I fixed the pictures for you too

You can click any other button (like the top menu) and it will send you to the page on <http://www.pokemonca.net/rh/> that is supposed to be on that button

Use it by unzipping and running the "index.php.htm" file

File Attachments

1) [TUT+PICS.zip](#), downloaded 112 times

Subject: Re: normal maps and glow shaders with WDump

Posted by [PGPG](#) on Mon, 28 Dec 2009 17:37:51 GMT

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TY very much!
