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Subject: Re: scripts.dll 3.2.2 WIP update

Posted by [Crow3333](#) on Tue, 24 Apr 2007 10:47:15 GMT

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Hello again:

I've got a problem, everytime I try to use the normalmapshaders the models gets black. What exactly must I do to get it to work? I renamed the texture on the model (its a character) to c\_ag\_gdi\_mg then I exportet everything, made a normal map with the name c\_ag\_gdi\_mg\_n.tga and put it in the datafolder like the other files. Then I edited the shaders.sdb and made a new shader with the texture file "c\_ag\_gdi\_mg\_n.tga" in the normalmap slot. The other settings were left to the default. The mammoth and Ftank shaders are working fine, but i can't get my files to work.

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