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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.

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