
Subject: Re: [request] High Res Vehicle textures
Posted by [nopol10](#) on Tue, 27 Jan 2009 00:07:41 GMT
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Nero wrote on Tue, 27 January 2009 03:13l tried your normalmaps, but for some reason my vehicle skins remain the same, they haven't changed at all.

Yes, I have the shader options enabled.
Yes, I also tried to extract the files from the mix.

Do you have the shaders.sdb file in your data folder?
Also, you don't need to extract the files from the mix.
