Subject: Re: [request] High Res Vehicle textures
Posted by Spyder on Tue, 27 Jan 2009 18:17:16 GMT
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Saberhawk wrote on Tue, 27 January 2009 18:46Nero wrote on Tue, 27 January 2009 12:44I currently have an ATI HD3850 512MB GDDR3 so I'm like 1000000000% sure that my graphics card supports the shaders.

Check your game directory (not data). Do you have a _shaders.txt, and if so, what does it say?

Yes, I have one. It says:

[HLSLnormal_map.fx] Failed to open required effect definition file.
<< and that like a hundred times more.