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Subject: Re: [request] High Res Vehicle textures  
Posted by [saberhawk](#) on Tue, 27 Jan 2009 18:31:03 GMT  
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Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

### File Attachments

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1) [HLSLnormal\\_map.fx](#), downloaded 78 times

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