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Subject: Re: [request] High Res Vehicle textures  
Posted by [nopol10](#) on Sun, 01 Feb 2009 01:51:04 GMT  
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Here's a version of the normal map shader file that I edited with diffuse lighting. I got this code from a book I'm reading so I just added it for fun. There are some extra crap which are not used in the file and those are from stuff on the Internet which I was trying out. Override the HLSLnormal\_map.fx in the data folder.

### File Attachments

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1) [HLSLnormal\\_map.fx](#), downloaded 176 times

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