
Subject: Re: [Shaders] Normal Mapped Stuff 2.0
Posted by [nopol10](#) on Sat, 13 Jun 2009 10:45:28 GMT
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The .mix was turned into a non-Renegade friendly format by Mix Editor; I've fixed it with RenegadeEx now. Currently uploading.

EDIT: Updated the MediaFire link with the fixed version. More coming soon.
