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Subject: Re: [Shaders] Normal Mapped Stuff 2.1  
Posted by [nopol10](#) on Sat, 13 Jun 2009 23:19:55 GMT  
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EvilWhiteDragon wrote on Sun, 14 June 2009 05:21\*PERHAPS\* you could post screenshots? I prefer to know what I'm downloading.

I will, I was in a bit of a rush when I uploaded this.

EDIT: Ugh, there seems to be a missing texture with the Humm-Vee, will fix now.

EDIT 2: MediaFire link now contains 2.2, with fixed Humm-Vee normal map texture.

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