
Subject: Re: [Shaders] Normal Mapped Stuff 2.2
Posted by [nopol10](#) on Sun, 14 Jun 2009 10:40:19 GMT
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Yeah, I added normal mapping for the Auto Rifle, Shotgun, Sniper Rifle, Grenade Launcher, Proxies and Repair Gun. I couldn't go any further because there seems to be some limit with the .sdb file.
