
Subject: Re: [Shaders] Normal Mapped Stuff 2.2
Posted by [nopol10](#) on Sun, 14 Jun 2009 23:37:47 GMT
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Glock~ wrote on Sun, 14 June 2009 23:23Ok, so I extracted the files in the .mix to my data folder and I'm surprised to see that it works! The vehicles look very dark tho. Is there anyway to make them look a little brighter?

EDIT: The Mammy doesn't work :\

The mammy works for me, hmm. Try not extracting the stuff out of the mix or using the mammy normal map found in scripts 3.4.4. Also make sure you're using version 2.2.

You can change the darkness by using the original .fx file or editing the .fx file.
