
Subject: [request] High Res Vehicle textures
Posted by [Spyder](#) on Sun, 25 Jan 2009 20:19:24 GMT
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Name says it all. Does someone have any high-res vehicle textures or some shader files which make the vehicles look a little nicer or shiny?

Subject: Re: [request] High Res Vehicle textures
Posted by [nopol10](#) on Sun, 25 Jan 2009 23:49:35 GMT
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Normal mapped vehicles I made a long time ago:

<http://www.megaupload.com/ru/?d=BN54BGG6>

The Nod APC may look screwed up with the shaders.

Subject: Re: [request] High Res Vehicle textures
Posted by [anant](#) on Mon, 26 Jan 2009 01:58:54 GMT
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where is dl button?

Subject: Re: [request] High Res Vehicle textures
Posted by [R315r4z0r](#) on Mon, 26 Jan 2009 02:20:32 GMT
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anant wrote on Sun, 25 January 2009 20:58 where is dl button?
Look for the counter that is counting down from 45 seconds, wait for it to expire, then it appears. It will say "Free Download" in gray.

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Mon, 26 Jan 2009 07:17:23 GMT
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Thank you

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Mon, 26 Jan 2009 19:13:42 GMT
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I tried your normalmaps, but for some reason my vehicle skins remain the same, they haven't changed at all.

Yes, I have the shader options enabled.
Yes, I also tried to extract the files from the mix.

Subject: Re: [request] High Res Vehicle textures
Posted by [anant](#) on Mon, 26 Jan 2009 23:15:07 GMT
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Thanks

Subject: Re: [request] High Res Vehicle textures
Posted by [nopol10](#) on Tue, 27 Jan 2009 00:07:41 GMT
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Nero wrote on Tue, 27 January 2009 03:13 I tried your normalmaps, but for some reason my vehicle skins remain the same, they haven't changed at all.

Yes, I have the shader options enabled.
Yes, I also tried to extract the files from the mix.

Do you have the shaders.sdb file in your data folder?
Also, you don't need to extract the files from the mix.

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Tue, 27 Jan 2009 09:37:20 GMT
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Yes, I have the shaders.sdb in my data folder. Also as I told you before, I tried them with the mix file, and one time while extracting the mix. In both cases it doesn't work.

Subject: Re: [request] High Res Vehicle textures
Posted by [saberhawk](#) on Tue, 27 Jan 2009 10:20:59 GMT
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Nero wrote on Tue, 27 January 2009 04:37 Yes, I have the shaders.sdb in my data folder. Also as I told you before, I tried them with the mix file, and one time while extracting the mix. In both cases it doesn't work.

Have you made sure you have shaders actually enabled in bhs.dll options?

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Tue, 27 Jan 2009 12:51:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 27 January 2009 11:20Nero wrote on Tue, 27 January 2009 04:37Yes, I have the shaders.sdb in my data folder. Also as I told you before, I tried them with the mix file, and one time while extracting the mix. In both cases it doesn't work.

Have you made sure you have shaders actually enabled in bhs.dll options?

Yes I have

Subject: Re: [request] High Res Vehicle textures
Posted by [ErroR](#) on Tue, 27 Jan 2009 14:21:01 GMT
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maybe ur vid card doesn't support it

Subject: Re: [request] High Res Vehicle textures
Posted by [Omar007](#) on Tue, 27 Jan 2009 17:37:34 GMT
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If it doesn't you will have HELL OF LAG!!!!

I know from experience
My old PC didn't support it (new one since 4 weeks though. YAY shaders)

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Tue, 27 Jan 2009 17:44:11 GMT
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I currently have an ATI HD3850 512MB GDDR3 so I'm like 1000000000% sure that my graphics card supports the shaders.

Subject: Re: [request] High Res Vehicle textures
Posted by [saberhawk](#) on Tue, 27 Jan 2009 17:46:10 GMT
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Nero wrote on Tue, 27 January 2009 12:44I currently have an ATI HD3850 512MB GDDR3 so I'm like 1000000000% sure that my graphics card supports the shaders.

Check your game directory (not data). Do you have a _shaders.txt, and if so, what does it say?

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Tue, 27 Jan 2009 18:17:16 GMT
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Saberhawk wrote on Tue, 27 January 2009 18:46Nero wrote on Tue, 27 January 2009 12:44I currently have an ATI HD3850 512MB GDDR3 so I'm like 1000000000% sure that my graphics card supports the shaders.

Check your game directory (not data). Do you have a _shaders.txt, and if so, what does it say?

Yes, I have one. It says:

[HLSLnormal_map.fx] Failed to open required effect definition file.
<< and that like a hundred times more.

Subject: Re: [request] High Res Vehicle textures
Posted by [saberhawk](#) on Tue, 27 Jan 2009 18:31:03 GMT
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Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

File Attachments

1) [HLSLnormal_map.fx](#), downloaded 77 times

Subject: Re: [request] High Res Vehicle textures
Posted by [Spyder](#) on Tue, 27 Jan 2009 18:43:02 GMT
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Saberhawk wrote on Tue, 27 January 2009 19:31Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

Thanks for the file, I'll try again now. Even though the math is horrible...If it works, it works. Right?

Edit: Yep, they're working now, looking nice

Subject: Re: [request] High Res Vehicle textures
Posted by [saberhawk](#) on Tue, 27 Jan 2009 18:51:14 GMT
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Nero wrote on Tue, 27 January 2009 13:43Saberhawk wrote on Tue, 27 January 2009 19:31Might want to drop this in data then

Note: I looked in the file and the math is horribly wrong, written by me when I really had no idea what I was doing. I might release a fixed version in a day or so.

Thanks for the file, I'll try again now. Even though the math is horrible...If it works, it works. Right?

Edit: Yep, they're working now, looking nice

Yeah, it does work, it just doesn't look anywhere near as good as it's supposed to (as, uh, evidenced by <http://i42.tinypic.com/2wnv52h.jpg>)

Subject: Re: [request] High Res Vehicle textures
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 00:06:46 GMT
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Some of my vehicles and weapons have weird dark spots over them after I put in this new shaders pack.

Ex: <http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/ScreenShot06.png>

Other weapons/vehicles include, other than what is shown in the screenshot, are: the shotgun, proximity C4, and Nod Flame tank.

Subject: Re: [request] High Res Vehicle textures
Posted by [u6795](#) on Wed, 28 Jan 2009 02:22:42 GMT
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R315r4z0r wrote on Tue, 27 January 2009 19:06Some of my vehicles and weapons have weird dark spots over them after I put in this new shaders pack.

Ex: <http://i27.photobucket.com/albums/c175/r315razor/Screen%20Shots/ScreenShot06.png>

Other weapons/vehicles include, other than what is shown in the screenshot, are: the shotgun, proximity C4, and Nod Flame tank.

I dunno about you, man, but that's kind of awesome.

Subject: Re: [request] High Res Vehicle textures
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 02:25:41 GMT
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u6795 wrote on Tue, 27 January 2009 21:22I dunno about you, man, but that's kind of awesome. Not if you are in motion. When you change the camera angle, there clipping errors between two

seemingly different textures all over the weapons and the vehicles.

Those black spots change their positions when you move so it looks like total crap. And I don't know how to use that shader edit thingy.

How do I return the vehicles to normal?

Subject: Re: [request] High Res Vehicle textures
Posted by [saberhawk](#) on Wed, 28 Jan 2009 05:29:24 GMT
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R315r4z0r wrote on Tue, 27 January 2009 21:25u6795 wrote on Tue, 27 January 2009 21:22I dunno about you, man, but that's kind of awesome.
Not if you are in motion. When you change the camera angle, there clipping errors between two seemingly different textures all over the weapons and the vehicles.

Those black spots change their positions when you move so it looks like total crap. And I don't know how to use that shader edit thingy.

How do I return the vehicles to normal?

Turn off shaders (or get rid of the files you installed)

Those issues are because of the crazy ass backwards math done in that old FX file =/

Subject: Re: [request] High Res Vehicle textures
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 06:08:08 GMT
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But the thing is though, I originally had a working Mammoth tank, flame tank, and stealth tank before I downloaded this package.

After I installed it with the new shaders.sdb included, the vehicles that where working before, don't any more, bar the stealth tank.

And I can't revert back because I overwrote my other shaders.sdb.

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

1) [HLSLnormal_map.fx](#), downloaded 76 times

Subject: Re: [request] High Res Vehicle textures

Posted by [mr£ÄŞÄ-z](#) on Sun, 01 Feb 2009 02:13:32 GMT

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Any Pictures?
