

Common Vehicle Shader documented by Enthuse

Badge

ShaderName: Vehicle_Greyscale_Textured_Normalmapped_Reflective

ShaderID: 50_62_02_00

TEXCOORD1: NormalTextureSampler, DiffuseTextureSampler

TEXCOORD2: Unknown (Probably unused)

Glass/GlassRed

ShaderName: Vehicle_Glass_Emissive_Coloured

ShaderID: 45_C6_01_00

TEXCOORD1 = EmissiveTextureSampler

TEXCOORD2 = CrackedGlassTextureSampler, CrackedGlassNormalTextureSampler'

GlassLivery/GlassSurround

ShaderName: Vehicle_Glass_Emissive_Coloured_Singlesided_Wrap

ShaderID: 14_AF_13_00

TEXCOORD1 = EmissiveTextureSampler

TEXCOORD2 = CrackedGlassTextureSampler, CrackedGlassNormalTextureSampler

TEXCOORD6 = Livery Mapping

Grille/InteriorBadge

ShaderName: Vehicle_1Bit_Textured_NormalMapped_Emissive_AO_Livery

ShaderID: 06_35_03_00

TEXCOORD1 = AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2 = ScratchTextureSampler

TEXCOORD3 = NormalTextureSampler, DiffuseTextureSampler

Interior/PlasticBlack

ShaderName: Vehicle_Opaque_Textured_Phong

ShaderID: 4A_62_02_00

TEXCOORD1 = DiffuseTextureSampler

TEXCOORD2 = Empty UV, not used

InteriorEmissive

ShaderName: Vehicle_Opaque_Textured_NormalMapped_Emissive_AO

ShaderID: CD_D0_03_00

TEXCOORD1 = NormalTextureSampler, DiffuseTextureSampler, AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2 = Empty UV, not used

Lights

ShaderName: Vehicle_Opaque_Textured_NormalMapped_Reflective_Emissive_AO

ShaderID: 8A_62_02_00

TEXCOORD1 = NormalTextureSampler, DiffuseTextureSampler, AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2 = Empty UV, not used

MetalChrome

ShaderName: Vehicle_Opaque_Emissive_Reflective_AO

ShaderID: 1B_D4_03_00

TEXCOORD1: AoMapTextureSampler

TEXCOORD2: LightmapLightsTextureSampler

MetalColorable

ShaderName: Vehicle_Opaque_PaintGloss_Textured_LightmappedLights_Wrap

ShaderID: BA_6C_13_00

TEXCOORD1: AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2: CrumpleTextureSampler, ScratchTextureSampler

TEXCOORD6: Livery Mapping

MetalLiveryCarbon/MetalLiveryGloss/MetalLiveryMatte

ShaderName: Vehicle_Opaque_PaintGloss_Textured_LightmappedLights_ColourOverride_Livery

ShaderID: 56_C6_01_00

TEXCOORD1: AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2: CrumpleTextureSampler, ScratchTextureSampler

TEXCOORD3: DiffuseTextureSampler

MetalSecondaryColouredLivery

ShaderName: Vehicle_Opaque_Two_PaintGloss_Textured_LightmappedLights_Livery_Wrap

ShaderID: 10_AF_13_00

TEXCOORD1: AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2: CrumpleTextureSampler, ScratchTextureSampler

TEXCOORD3: DiffuseTextureSampler

TEXCOORD6: Livery Mapping

OpaqueDULL

ShaderName: Vehicle_Opaque_Textured

ShaderID: 56_62_02_00

TEXCOORD1: DiffuseTextureSampler

TEXCOORD2: Unknown (Probably unused)

Mirror

ShaderName: Vehicle_Opaque_Reflective

ShaderID: F3_D3_03_00

TEXCOORD1, TEXCOORD2 = Empty

PlateRacer/PlateCop

ShaderName: Vehicle_Opaque_Textured_NormalMapped_Reflective_Emissive_AO_Livery

ShaderID: F3_D0_03_00

TEXCOORD1 = AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2 = ScratchTextureSampler

TEXCOORD3 = NormalTextureSampler, DiffuseTextureSampler

MetalHalfLivery

ShaderName: Vehicle_Opaque_PaintGloss_Textured_LightmappedLights_Livery

ShaderID: 52_C6_01_00

TEXCOORD1 = AoMapTextureSampler, LightmapLightsTextureSampler

TEXCOORD2 = CrumpleTextureSampler, ScratchTextureSampler

TEXCOORD3 = DiffuseTextureSampler