Common Vehicle Shader documented by Enthuse

**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

**Interior**

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