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