Created by Enthuse

**Glass/GlassRed**

ShaderName: Vehicle\_Glass\_Emissive\_Coloured

ShaderID: 45\_C6\_01\_00

TEXCOORD1 = EmissiveTextureSampler

TEXCOORD2 = CrackedGlassTextureSampler, CrackedGlassNormalTextureSampler

**GlassLivery**

ShaderName: Vehicle\_Glass\_Emissive\_Coloured\_Singlesided\_Wrap

ShaderID: 14\_AF\_13\_00

TEXCOORD1 = EmissiveTextureSampler

TEXCOORD2 = CrackedGlassTextureSampler, CrackedGlassNormalTextureSampler

TEXCOORD6 = Livery Mapping