
Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Mon, 20 Jan 2003 10:45:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by Sir Phoenixx:I've got a couple questions...I think that the current Renegade tiberium fields look silly, it's just a green texture with a few cristals here and there... Is there a way that I could change it so that there's cristals all over the field? and can I change the sizes, groups, and shapes of tiberium in a field?The green texture is just that...a texture. You can change the size, shape, color...you can have no texture at all...as long as the invisible tiberium zone object is there, the harvester would happily harvest on a flat stainless steel texture Wow, thank you for not even coming close or attempting to give an answer that had anything to do with what I was asking...Yeah I know you can't be arsed to actually read a post before replying...So I guess I'll repeat myself. Right now the tiberium fields in Renegade contain little to no actual Cristals in the field, just a few scattered here and there. I want to know if it's possible, and if it is, how would i go about making it show lots of cristals in the field instead of just a few scattered in the field. And could I get it to show random cristals, so I could make large groups, small groups, different sizes, shapes, etc, and it would display them in the field in random places, filling the field up...
