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Subject: Making Tall grass

Posted by [Anonymous](#) on Mon, 16 Dec 2002 21:35:00 GMT

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ries.com/image.fetch.php?id=1703923854If yes, then get on MSN and I'll explain it to you. There's nothing for you to explain, you filthy lying thief. This is what you should do: Go into the Renegade tools directory on the FTP, <http://ftp.westwood.com/pub/renegade/tools>, then download the Renegademodart.zip file. Get out the bbngrass.gmax or whatever file it's called and just add it to your map. You can also reproduce the effect by taking eight or nine planes, checking off the 2Side option and making them intersect on the Y axis with the bbngrasstrt or whatever texture applied with alpha test enabled.

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