
Subject: Re: C&C_Pompeii (WIP)

Posted by [JRPereira](#) on Wed, 08 Feb 2006 02:19:43 GMT

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dude#1 wrote on Tue, 07 February 2006 18:40 That does look like a pretty awesome lava SS. Wish i was good at textures >.<

Believe it or not, that's one of the lava textures already in renegade. It scrolls though. The texture I used for the particle emitter area also in always.dat (flash-something, I think).

EXdeath7 wrote on Tue, 07 February 2006 17:39 Wow, that is looking rreally nice, one note though. Make the texture on the inside of those pillars the same on the outside.

http://tiberios.justinpereira.com/images/news/02_06_2006e.jp g

That rock texture on the inside doesn't look all that good. That's my oppinion. Everything else looks amazing.

It would be rediculously tedious to properly map the main texture onto the undersides, but I think what I can pretty easily do instead is just make a flat surface texture based on the main one (which would have the exact same effect). It'll be in the next beta.
