Posted by Ryu on Wed, 16 May 2007 17:39:07 GMT
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1) The water on C&C_Islands - Did they make a plain, texture it and just level it underneath the islands?

Or did Westwood use a tool in RenX so it just surrounds the islands and stretches as far as the eye can see? if so how do you do that?

2) If I had a custom texture, Does it need to be a .tga or can it be .jpg (For example) And it would work on my map?

(Please note I'm very new to mapping so yeah.. I suck.)