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Subject: Re: 2 Questions For RenX

Posted by [FynexFox](#) on Wed, 16 May 2007 20:17:59 GMT

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1. Water is nothing but a plane with a texture on it. If you unpack the renegade textures theres a few water ones. Of course you can get more complex, theres a tut on renhelp that teaches u how to make it look like the waves are moving.

2. Your texture can be .tga OR .jpg. It'll work so long as it is in the data folder in level edit, so when you pack it up its included.

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