

---

Subject: Uhh, Okay..

Posted by [Ryu](#) on Mon, 11 Jun 2007 22:54:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So I started working on a little map, Did what this tutorial told me to do.. Map was looking sweet in RenX, Then.. I exported it..

I used some Alpha blending for the Sand trail and used a tutorial on making the water animated.. And Then it messed up..

Also the grass looks way to small.. :/

What did I do wrong Here?

If you need more info on the settings I used in RenX, I'll tell you!

---

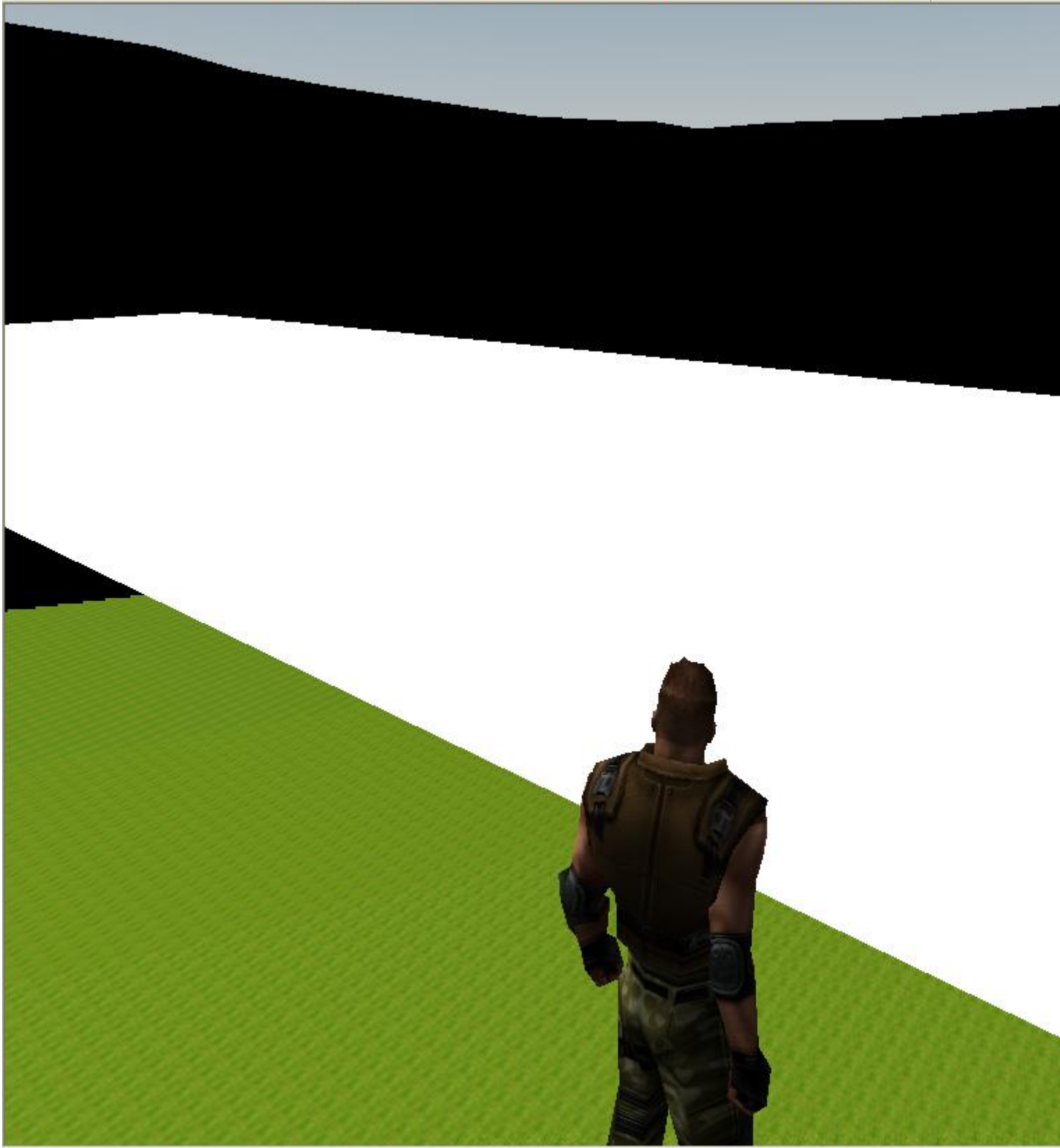
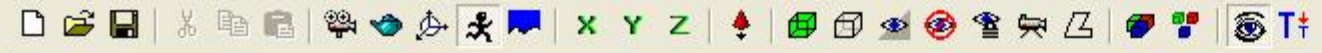
### File Attachments

1) [wtf.jpg](#), downloaded 835 times

---



2) [wtf1.jpg](#), downloaded 819 times



TimeManager::Update: warning, frame 4655 was slow (2281 ms)  
DirectInput: Init  
F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL