
Subject: Re: C&C_MoonLight
Posted by [jnz](#) on Sun, 17 Jun 2007 17:41:56 GMT
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Thanks for the comments

I'm going to recreate the whole map and add some assets. Make it more bumpy etc.. and add any changes EG: make it less square this time.

I have a few questions, though.

- 1) For the tiberium, i detached a few polygons and textured it with tiberium. Then i used alpha blend with the snow. Should i do this the other way round? detach, texture with snow. alpha blend tiberium into it?
 - 2) The bit that divides the base floor texture (asphalt) and snow texture, you can see a clear line. Is it possible to make it look seamless?
 - 3) Can i use a custom scripts.dll with the map (.mix) or does it have to use whatever the client/server has?
 - 4) Is there anywhere or has anyone made and terrain models i can use? EG rocks, small bunkers. renhelp is limited.
 - 5) Is there any extra buildings? EG repair pad, heli pad?
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