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Subject: Re: Ground Skins

Posted by [Zion](#) on Tue, 22 Jul 2008 09:21:45 GMT

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Chuck Norris wrote on Mon, 21 July 2008 08:50Nice idea, but here's some advice. Take it a step further and make it match (i.e., make the walls that mossy rock that Field has). A desert wall and grass isn't unrealistic, but doesn't match.

P.S. This is just like my desert skin pack. I gave you the advice to help you better your own level theme skin pack.

Edit: What a coincidence. anant has a skin pack made how I just suggested it...

Editing the alpha blend is done via w3d, so without replacing the whole map mesh, the only other way you can do it is by renaming the grass texture to that of sand, which should in turn affect the blend.

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