
Subject: Re: RELEASE - C&C Islands Tunnels
Posted by [Reaver11](#) on Tue, 06 Jan 2009 16:11:37 GMT
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Islands use three terrain presets.

1. C&C_Map_Islands 0116 - includes
2. C&C_Map_Islands 0116 - terrain
3. C&C_Map_Islands 0116 - tunnels

You shouldnt adjust the items in these presets I think this information is also stored in the lsd file of the map.

```
terrain\levels_multiplay\c&cmap_islands 0116\tunnels_lm.w3d  
terrain\levels_multiplay\c&cmap_islands 0116\tunnels_lm.wlt
```

These are the current paths set for the preset. Instead of adjusting these save your tunnels as one of these files and put them in the mix. Just let it work as a skin replacement. Any skins light data will be supplied with the .w3d file and the .wlt file.

You can use any textures you want
