

---

Subject: C&C Islands- water in tunnels  
Posted by [Burn](#) on Tue, 11 Jan 2005 19:55:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I've seen a watery, semi-translucent, animated texture numerous times in Renegade. It was used in the tunnels of the multiplayer map C&C Islands, and in a single player level.

The effect I'm specifically aiming for is the one in C&C Islands. I did a lot of searching with the XCC Mixer and RenegadeEx, and the closest I've found to what I want was compressed .dds files, in which case are obviously not usable in Gmax.

So my question is- how would I be able to integrate the same effect I talked about with one of my custom maps?

I already have a vague idea of how to animate it, but I don't know where to find the texture.

Any input?

---

---

Subject: C&C Islands- water in tunnels  
Posted by [Slash0x](#) on Wed, 12 Jan 2005 23:44:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You should download all the texture files that westwood already packed up for you, the dds files in the always dat overwrite the TGAs that it looks for in the level. The texture is in the packet and you just apply different settings to the texture in RenX. I currently do not have RenX on this comp, so I cannot give you the settings, but I'm sure there's one on the RenTutorials website.

---

---

Subject: C&C Islands- water in tunnels  
Posted by [Burn](#) on Thu, 13 Jan 2005 00:23:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ah... OK.

I was starting to get the notion that I already had the texture and it was simply vertically stretched.

That helps quite a bit, thanks.

I'll mess around with the settings unless someone else knows them off of the top of their head.

---

---

Subject: C&C Islands- water in tunnels  
Posted by [Aircraftkiller](#) on Thu, 13 Jan 2005 02:35:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's a grid map. Look at the texture map as if it is made of 16 individual sets of 64x textures. Scale

the texture on the first row, top left, and make the texture fit on the object as that 64x square. Set the vertex material to grid, FPS should be around 10-60. Log2Width=2 I believe, or 1. Can't remember which one offhand.

---

---

Subject: C&C Islands- water in tunnels

Posted by [Burn](#) on Thu, 13 Jan 2005 19:32:41 GMT

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

---

I actually saw this "grid map" that you're talking about when I extracted the C&C Islands files, but I didn't know what it was for- just knew it applied to water.

Thanks for the explanation.

---