

---

Subject: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Tue, 30 May 2006 20:56:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Im making a map and i would like to know if anyone knows what material settings to use to re create C&C\_Islands water.

---

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [Titan1x77](#) on Tue, 30 May 2006 20:59:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

haven't played islands in years...but if i recall it uses grid settings.

there's a caustic\_grid.tga that might of been used for it.

someone else may know more on this?

---

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Tue, 30 May 2006 21:25:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I have all the textures, to me it looks like the base water texture with a transparent caustic\_grid.tga texture over it. If anyone knows how to do this please post.

---

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [EA-DamageEverything](#) on Wed, 31 May 2006 00:25:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I'm not sure if this can help you, but those two DDS files change the water from blue into pacific green on Islands.

---

#### File Attachments

1) [water.zip](#), downloaded 139 times

---

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Wed, 31 May 2006 00:41:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

No, not really.

Ok, my question is now, how do i apply two textures, one on top of the other, in one material, and have the top one semi transparent.

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Wed, 31 May 2006 23:32:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*bump

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [Napalmic](#) on Wed, 31 May 2006 23:41:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Read the RenHelp tutorial for realistic water.

<http://renhelp.laeubi-soft.de/index.php?tut=44>

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Wed, 31 May 2006 23:59:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I know how to do that but the map im making is using the smae texture set as islands and i want the water to look the same.

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [Mad Ivan](#) on Fri, 02 Jun 2006 16:55:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*hint\*Wdump\*hint\*

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Fri, 02 Jun 2006 20:10:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yea but i dont know how to use it, if some body could do it for me...

---

---

Subject: Re: Re creating the C&C\_Islands water  
Posted by [YSLMuffins](#) on Sat, 03 Jun 2006 02:34:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Extract the tunnels mesh from the Islands mix, then load it in wdump. Look under  
CHUNK\_MESH->W3D\_CHUNK VERTEX MATERIALS.

---