
Subject: 2 Questions For RenX

Posted by [Ryu](#) on Wed, 16 May 2007 17:39:07 GMT

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

1) The water on C&C_Islands - Did they make a plain, texture it and just level it underneath the islands?

Or did Westwood use a tool in RenX so it just surrounds the islands and stretches as far as the eye can see? if so how do you do that?

2) If I had a custom texture, Does it need to be a .tga or can it be .jpg (For example) And it would work on my map?

(Please note I'm very new to mapping so yeah.. I suck.)

Subject: Re: 2 Questions For RenX

Posted by [FynexFox](#) on Wed, 16 May 2007 20:17:59 GMT

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

1. Water is nothing but a plane with a texture on it. If you unpack the renegade textures theres a few water ones. Of course you can get more complex, theres a tut on renhelp that teaches u how to make it look like the waves are moving.

2. Your texture can be .tga OR .jpg. It'll work so long as it is in the data folder in level edit, so when you pack it up its included.

Subject: Re: 2 Questions For RenX

Posted by [Ryu](#) on Wed, 16 May 2007 20:58:20 GMT

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

I know how to make water, And Texture it, But I want it so it's as far as the eye can see..

Would I stretch it? Or is there come crazy configurations so it's giving the allusion?

Yay!, Saves me time opening photoshop and converting it into a .tga.

Subject: Re: 2 Questions For RenX

Posted by [Zion](#) on Wed, 16 May 2007 21:25:59 GMT

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

For the water, just make a really big plane and fill that with the water texture. Cut out holes for the islands and tunnels ect, anything that goes below sea level. The point of perspective will do the rest and create a 'horizon' effect.

For the texture, any other file extension apart from .tga or .dds WILL NOT WORK on the Renegade engine. Textures need to be applied to the material in the editing suite and the file name gets exported with the w3d file.

Again. The Renegade engine only supports .tga or .dds textures. Any different and you'll just get the missing texture cameo (wwskin, white bg with ww logo in).

Subject: Re: 2 Questions For RenX
Posted by [Ryu](#) on Wed, 16 May 2007 21:37:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ahh, I thought there was some crazy configurations for a 'Horizon' affect.

Bah!!! , Oh well.. Photoshop it is. ¬_¬
