Subject: [WIP] Texture Replacement Mod
Posted by Spyder on Sat, 31 Jan 2009 16:05:59 GMT
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I'm currently working on a mod which will replace most, if not all, map textures in renegade. I am replacing the old textures with more realistic ones, though I can't use their actual High Res version since renegade doesn't support it. Still I think it's looking pretty good and it gives you a whole new impression.

For screenshots, click >>>HERE<<<

Password is: revamped

Please tell me if you like it

Subject: Re: [WIP] Texture Replacement Mod
Posted by ErroR on Sat, 31 Jan 2009 16:11:47 GMT
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need a password (private album thingy)

Subject: Re: [WIP] Texture Replacement Mod
Posted by Player on Sat, 31 Jan 2009 16:18:48 GMT
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Well done mate
I love them

Subject: Re: [WIP] Texture Replacement Mod
Posted by TankArmy5 on Sat, 31 Jan 2009 16:20:09 GMT
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awsome nice skins pls link download

Subject: Re: [WIP] Texture Replacement Mod
Posted by Spyder on Sat, 31 Jan 2009 16:25:42 GMT
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I'll release them to the public when it's done. Still having a hard time finding some replacement textures for a few things like the Tiberium and what you see on the Walls screenshot (Egyptian things)

Subject: Re: [WIP] Texture Replacement Mod
Posted by mrÃ£Ã§Ä·z on Sat, 31 Jan 2009 16:41:51 GMT
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Hmm pretty cool, just wondering how to enable Normall maps in 3DS Max for Renegade. Becuase i dont want to use the Shaders.sdb because its bugged. Any ideas?

Subject: Re: [WIP] Texture Replacement Mod
Posted by Spyder on Sat, 31 Jan 2009 16:47:51 GMT
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No idea...I already have the normal maps, but I'm waiting for Saberhawk to release his fixed version of the FX files.

Subject: Re: [WIP] Texture Replacement Mod
Posted by mrÃ£Ã§Ä·z on Sat, 31 Jan 2009 17:04:42 GMT
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Im trying it to make work in 3DS MAX

Subject: Re: [WIP] Texture Replacement Mod
Posted by Spyder on Sat, 31 Jan 2009 18:01:03 GMT
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No idea how that would work since I haven't used max for like a year...

Subject: Re: [WIP] Texture Replacement Mod
Posted by Reaver11 on Sat, 31 Jan 2009 18:23:00 GMT
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They are very nice. Only I think under is a bit too sandy.

Subject: Re: [WIP] Texture Replacement Mod
Posted by Spyder on Sat, 31 Jan 2009 21:45:23 GMT
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Can't help it

I just replaced the original textures, I can't go reskin the whole map so everything looks perfect...

Subject: Re: [WIP] Texture Replacement Mod
Posted by Gen_Blacky on Sat, 31 Jan 2009 21:57:00 GMT
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you can hex edit every map like i did with islands

Subject: Re: [WIP] Texture Replacement Mod
Posted by LR01 on Sun, 01 Feb 2009 18:45:23 GMT
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Nice, I like the idea of seeing ren with some new and fresh textures.

and if you use 1024x1024 textures you can already see it as "high" res, since ren uses textures that are even 128x128