Subject: C&C Marsh BETA Released

Posted by Spice on Sat, 25 Sep 2004 00:17:08 GMT

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Ther we go. What I thought of the map , It is very good. I need's just a bit of work , like the water flucuating very strangly... Try these settings:

Matieral Editor:
Properties:
Surface Type: Water Permeable
Pass Count: 2

Pass One:
Vertex Matieral:

Opacity: 0.8
Translucency:0.0
Shininess: 0.0

Stage 0 Mapping:
Type: Linear Offset
VPerSec=0.00

Shader:
Blend Mode: Alpha Blend

Textures:
Stage 0 Texture:
Select you water texture then Hit display

Pass One:
Vertex Matieral:

Opacity: 0.8
Translucency:0.0
Shininess: 0.0

Stage 0 Mapping:
Type: Linear Offset
VPerSec=0.00

Shader:

Blend Mode: Alpha Blend

Textures:
Stage 0 Texture:
Select you water textrue then Hit display

Pass Two:
Vertex Matieral:

Opacity: 1.0
Translucency:0.0
Shininess: 1.0

Stage 0 Mapping:
Type: Bumpenv
BumpScale=0.1
BumpRotation=0.1
VPerSec=0.04

Shader:
Blend Mode: Add

Textures:
Stage 0 Texture:
bump_water
Stage 1 Texture:
Water_Reflect

Another thing , Your character can walk under the water.
http://www.n00bstories.com/image.fetch.php?id=1081557533

Maybe put a damage zone for characters or raies p the ground mesh below it.

Other than those thing I noticed it's really good and feel's like a marsh. Great Job.