
Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Thu, 21 Oct 2004 01:50:07 GMT

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AprimeHum, I suggest you replace it with one of Mars' moons instead, because seeing the moon at such a huge scale is quite stupid considering that we can't even see it at this scale, so why people located on Mars would?

In the first place i thougth the texture was supposed to be earth, but its not.
Stalgren said its Ganymede. Little info about it.

Quote:Ganymede is the largest moon in the solar system, even larger than the planet Mercury. (At one time Titan, Saturn's moon, was thought to be larger, but this was a mistake.) It is the second-furthest from Jupiter of the 4 Galilean moons, closer than Callisto but further than Io and Europa. Its mean distance from Jupiter is about 15.1 Jupiter Radii, and it orbits every 7.2 days. The same side of the moon always faces Jupiter. Ganymede is mostly water-ice, but with more impurities (silicates) than the ice of Europa. The surface gravity is about 1/7th of Earth's.

This is just a closer up shot of the planet he used.

I just got the object.ddb from stalgren which has it all setup. I just have to test a few things , then start the final version.

The textures that had to be replaced were as follows:

Fullmoon.dds
Moonhalo.dds
partmoon.dds

Seems that all i had to do was stick those in my editor cache so the game would read those instead of the original ones.
