

---

Subject: C&C Islands- water in tunnels

Posted by [Burn](#) on Tue, 11 Jan 2005 19:55:12 GMT

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

---

I've seen a watery, semi-translucent, animated texture numerous times in Renegade. It was used in the tunnels of the multiplayer map C&C Islands, and in a single player level.

The effect I'm specifically aiming for is the one in C&C Islands. I did a lot of searching with the XCC Mixer and RenegadeEx, and the closest I've found to what I want was compressed .dds files, in which case are obviously not usable in Gmax.

So my question is- how would I be able to integrate the same effect I talked about with one of my custom maps?

I already have a vague idea of how to animate it, but I don't know where to find the texture.

Any input?

---