Subject: C&C Islands- water in tunnels Posted by Slash0x on Wed, 12 Jan 2005 23:44:55 GMT

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You should download all the texture files that westwood already packed up for you, the dds files in the always dat overwrite the TGAs that it looks for in the level. The texture is in the packet and you just apply different settings to the texture in RenX. I currently do not have RenX on this comp, so I cannot give you the settings, but I'm sure there's one on the RenTutorials website.