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Subject: C&C Islands- water in tunnels

Posted by [Aircraftkiller](#) on Thu, 13 Jan 2005 02:35:26 GMT

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It's a grid map. Look at the texture map as if it is made of 16 individual sets of 64x textures. Scale the texture on the first row, top left, and make the texture fit on the object as that 64x square. Set the vertex material to grid, FPS should be around 10-60. Log2Width=2 I believe, or 1. Can't remember which one offhand.

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