Subject: It's My Birthday, But I Got A Present For You......DM_Towers
Posted by Halo38 on Mon, 14 Apr 2003 22:31:54 GMT
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AircraftkillerHalo38Yeah, i looked for some building textures but they are hard to find.

Wasn't that heli texture in the ren textures pack?? if so whats the difference if i use it and so do you?? (didn't realise you created the texture)

I should of said this in the first post, i just knocked this up in a week to use my teleporters for something it's not completely crap and it's not the best DM but it is different, a nice blend of long range sniping and C&B if you ask me, and i'm learning a bit about animation too so it's all good.

I hope my next one C&C_Bio_Flying will make you go "Oooh, ahhh."

We're alpha testing for playability very soon. but I'm getting backed logged with warpath maps so i can't put much time in to my own ones.

Open up Glacier Flying in XCC Mixer. You'll find a file called helipad.dds in there, along with the two Repair Facility textures, the runway texture I made up quickly from ref_cemnt, and cnpost.dds.

If you use any of those textures, you don't have to put them in your map directory. They'll load from the Glacier Flying.mix file.

Ahhhhh, I see I forgot to put the texture it in the mod folder when it worked anyway, I assumed it was in the always.dat

Same sort of scenario with my teleporters too, i'll have to check this sort of thing in the future, cheers for the info