
Subject: Re: Texture for the Islands Glass

Posted by [YSLMuffins](#) on Thu, 10 Aug 2006 23:14:41 GMT

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W3d viewer in conjunction with WDump are your friends guys.

Texture is water_caustic_gridmike. I found this by extracting the tunnels from the Island.mix with XCC MIXER (tunnels_lm.w3d) and opening it in w3d viewer and finding individual meshes that look like it could be the windows.

WDump came in handy for verifying the texture name (via FIND) but I think you can find it with w3d viewer alone. It just takes a bit of trial and error.

Edit: however, changing the texture itself may not have that much of an effect due to the attributes set on the material applied to the glass.
