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Subject: Re: Roleplay 2 Coming Soon (Update Pics)  
Posted by [Blazea58](#) on Thu, 08 Feb 2007 16:38:25 GMT  
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Scrin wrote on Wed, 07 February 2007 17:23 one more question mate, say pls how you made this water texture? omg im broke my head when i trying find file...(its from \_RP2Work.pkg) say pls

Well as Jerad pointed out it does involve using 3 textures and one of these is custom and doesn't come with ren either as to why it looks a bit different. If your familiar with renx , i can Pm you some screenshots of the UVw mapping args etc, and textures used. The reflect within is SpecularmapZ.tga, though that appears to be the older release so i am not certain its the same texture.

Otherwise i do agree sewers aren't dark enough, but i had to show the pics somehow lol, but also being more murky would be nice though its just hard to get the effect your going for, i am hoping maybe for a script zone much like renalert that makes it look tinted as you go under also.

Anyways, i uploaded some more progress pics , so here they are.