
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Scrin](#) on Mon, 12 Feb 2007 08:08:17 GMT
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Blazea58 wrote on Sun, 11 February 2007 23:40Scrin wrote on Sun, 11 February 2007 17:19Canadacd wrote on Sun, 11 February 2007 19:51This is for discussion of Roleplay 2. Ask about water bumps or whatever somewhere else.
sorry.. but its from RP2 that means its good place to ask it
(say is this so hard post this water effect files here?)

The problem now is that i have already explained every step of doing the bump mapping/reflecting and even the textures required to do it, and yet you ignore that.

Go back to page 6 and look , save the 3 textures as Tga and insert into renx folder then do as the pics show.

Really all you need is XCC mixer like many have already suggested, and then you can extract all the stuff from roleplay2 itself. The version you have is older so i probably did something different with "experimentation" being the key word lol.

As well the renhelp.net tutorial is no different then the way i set it up, other then i use different arg settings/textures.

Quote:like is there tanks and what is your objective

or are they just big maps

It is a very diverse map and the goal is to just have fun, death match, roleplay, cnr you name it. The actual concept on the other hand is based on Gta san andreas, so i want somewhat that style of gameplay in the end, where you buy all your stuff seperate, you work at jobs,gamble in casinos,steal cars and sell them off for money, and many other things that involve working through stuff to get rewards. Not everything is done in terms of modding though its getting there. The map itself changes by the week , as i add new buildings, worldspaces, textures/items etc.

im not ignore your page 6, my english is crap not understand what you say there...big text...you can make this work for me with renx... and post here full working water file in rar?
