Subject: Textures: A Series of Questions
Posted by SuperMidget on Mon, 28 Feb 2005 14:49:57 GMT

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Outlined in red in the above picutre is a very popular cliff texture. I would like to better understand what it is excatly.

What is the texture called? I'm thinking that it is the default 'Rock' texture but I don't know how to assign JUST the rock texture with no Pass's to a area.
Also, the sand texture in the above picture. I don't have it, is it just the default 'sand' texture? Again, how do I assign it with no pass's?

Subject: Textures: A Series of Questions
Posted by WNxCABAL on Mon, 28 Feb 2005 14:59:48 GMT

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spend a few minutes looking through the always.dat
I think the rock texture begins with l0.......

C Ya

Andy

Subject: Textures: A Series of Questions
Posted by SuperMidget on Mon, 28 Feb 2005 16:07:53 GMT

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The always.dat located in renegade/data folder?

There's a simpler way to do this (assigning a simple texture eg sand!) could someone quickly and easily explain it for me please?

Subject: Textures: A Series of Questions
Posted by Mick on Mon, 28 Feb 2005 16:11:29 GMT

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SuperMidgetThe always.dat located in renegade/data folder?

Yes

Subject: Textures: A Series of Questions
Posted by SuperMidget on Mon, 28 Feb 2005 16:12:58 GMT
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Why can't some just tell me how to do it??

Subject: Textures: A Series of Questions
Posted by WNxCABAL on Mon, 28 Feb 2005 16:57:19 GMT
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omg, I just told you!

Use Renegade EX or XCC Mixer to find it.

Subject: Textures: A Series of Questions
Posted by reborn on Mon, 28 Feb 2005 17:55:13 GMT
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i have 95 percent of all the .dds files extracted and in a .zip folder if you want them, but you will
have to have the right plug-in to open them in photoshop or whatever program you are using...

a step by step instruction of the information you are really looking for tho can be found here
http://www.cncden.com/renegade_skin_tut.shtml

this should save you some time and trouble

Subject: Textures: A Series of Questions
Posted by Oblivion165 on Mon, 28 Feb 2005 19:17:23 GMT
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Yeah i like this texture alot too, its called "l10_cliff1.dds" in always.dat

EDIT:

http://www.img.oblivionabre.com/RenegadeEx.zip
(The best .Dat/.Mix editor in my opinion)

http://www.img.oblivionabre.com/l10_cliff1.zip
(The TGA version of that cliff texture)

Subject: Textures: A Series of Questions

Posted by SuperMidget on Mon, 28 Feb 2005 20:04:41 GMT

Thanks a zillion guys, i got everything i need, for now