
Subject: Making Tall grass

Posted by [Anonymous](#) on Sat, 14 Dec 2002 18:17:00 GMT

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I been trying to make tall grass, like to hide in but it never turns out right. When you make a plane its viewable from front and back but not sides, when you make a box, it don't look good because some how it gets screwed up. Any one have any ideas that could help? I might be able to solve it by the end of the night probably but ideas help

Subject: Making Tall grass

Posted by [Anonymous](#) on Sat, 14 Dec 2002 23:09:00 GMT

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Subject: Making Tall grass

Posted by [Anonymous](#) on Sat, 14 Dec 2002 23:34:00 GMT

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Well if you want to use just a plane then all you have to do is go to the W3D options in RenX and make sure that the 2side option is checked.

Subject: Making Tall grass

Posted by [Anonymous](#) on Sun, 15 Dec 2002 08:49:00 GMT

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Yea did that, like i said it looks good in the back and front, on the sides it look's not so good.

Subject: Making Tall grass

Posted by [Anonymous](#) on Sun, 15 Dec 2002 10:52:00 GMT

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MAke about 4-5 boxes, shape each one differently or how you want it to look, clone them as many times as you need and spread the around the map. (Dont check the W3D options)

Subject: Making Tall grass

Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:46:00 GMT

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make 2 planes at least and make them 90 degrees from each other... you can add more to make

it look better... make sure that there is some sort of transparency to make it look better

Subject: Making Tall grass

Posted by [Anonymous](#) on Mon, 16 Dec 2002 21:28:00 GMT

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GreenHaze, tell if this is what you want

>><http://www.n00bstories.com/image.fetch.php?id=1703923854>If yes, then get on MSN and I'll explain it to you.

Subject: Making Tall grass

Posted by [Anonymous](#) on Mon, 16 Dec 2002 21:35:00 GMT

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ries.com/image.fetch.php?id=1703923854If yes, then get on MSN and I'll explain it to you. There's nothing for you to explain, you filthy lying thief. This is what you should do: Go into the Renegade tools directory on the FTP, <http://ftp.westwood.com/pub/renegade/tools>, then download the Renegademodart.zip file. Get out the bbngrass.gmax or whatever file it's called and just add it to your map. You can also reproduce the effect by taking eight or nine planes, checking off the 2Side option and making them intersect on the Y axis with the bbngrasstrt or whatever texture applied with alpha test enabled.

Subject: Making Tall grass

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:20:00 GMT

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Ohh!!!! A lot better then shaping own grass lol. I guess you can make trees this way to=P Thanks guys:)

Subject: Making Tall grass

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:28:00 GMT

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ries.com/image.fetch.php?id=1703923854If yes, then get on MSN and I'll explain it to you. That looks nice. Did you make it?

Subject: Making Tall grass

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:31:00 GMT

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what you want >><http://www.n00bstories.com/image.fetch.php?id=1703923854>If yes, then get on MSN and I'll explain it to you.That looks nice. Did you make it?Of course not, he stole it like everything else.

Subject: Making Tall grass

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:59:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by jordyybear:

[ries.com/image.fetch.php?id=1703923854](http://www.n00bstories.com/image.fetch.php?id=1703923854)If yes, then get on MSN and I'll explain it to you.That looks nice. Did you make it?Of course not, he stole it like everything else. Hey, are you going to sleep in my bed next? The question was to me, you ignorant topic stalker.And BTW, yes, I made that.

Subject: Making Tall grass

Posted by [Anonymous](#) on Tue, 17 Dec 2002 21:05:00 GMT

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>><http://www.n00bstories.com/image.fetch.php?id=1703923854>If yes, then get on MSN and I'll explain it to you.That looks nice. Did you make it?Of course not, he stole it like everything else. Hey, are you going to sleep in my bed next? The question was to me, you ignorant topic stalker.And BTW, yes, I made that.Oooh, so hard... A few planes crossed together on the Y axis... Your talents are unbelievable!You little newbie, stealing and lying... More like a n00b.

Subject: Making Tall grass

Posted by [Anonymous](#) on Tue, 17 Dec 2002 21:07:00 GMT

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posted by aircraftkiller2001: quote:Originally posted by jordyybear: quote:Originally posted by

[ries.com/image.fetch.php?id=1703923854](http://www.n00bstories.com/image.fetch.php?id=1703923854)If yes, then get on MSN and I'll explain it to you.That looks nice. Did you make it?Of course not, he stole it like everything else. Hey, are you going to sleep in my bed next? The question was to me, you ignorant topic stalker.And BTW, yes, I made that.Oooh, so hard... A few planes crossed together on the Y axis... Your talents are unbelievable!You little newbie, stealing and lying... More like a n00b.Why would I bother to make a real labyrinth of grass when I was just supposed to ask him if it was that what he wanted? Geesh....don't you have nothing better to do than reply to every post I make?

Subject: Making Tall grass

Posted by [Anonymous](#) on Wed, 18 Dec 2002 13:07:00 GMT

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If i can't do it, its usually special=PLook my posts is a flaming war...woohoo!

Subject: Making Tall grass

Posted by [Anonymous](#) on Wed, 18 Dec 2002 14:03:00 GMT

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Of course it is. As soon as Andre posts something, ACK speaks his mind and starts a flame war.

Subject: Making Tall grass

Posted by [Anonymous](#) on Thu, 19 Dec 2002 00:14:00 GMT

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>><http://www.n00bstories.com/image.fetch.php?id=1703923854>If yes, then get on MSN and I'll explain it to you. That looks nice. Did you make it? Of course not, he stole it like everything else.

Hey, are you going to sleep in my bed next? The question was to me, you ignorant topic stalker. And BTW, yes, I made that. Oooh, so hard... A few planes crossed together on the Y axis... Your talents are unbelievable! You little newbie, stealing and lying... More like a n00b. Why would I bother to make a real labyrinth of grass when I was just supposed to ask him if it was that what he wanted? Geesh....don't you have nothing better to do than reply to every post I make? You go out of your way to make people believe you're capable of things that you aren't... All you had to do was point him to the Renegade mod art on the FTP, but you decided to make a bunch of those to make him think you're uber-special... n00b

Subject: Making Tall grass

Posted by [Anonymous](#) on Thu, 19 Dec 2002 00:57:00 GMT

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what exactly do u have against andre? i mean not like a bunch of your maps arent WW so dont talk about stolen those were barely yours... "o i finished it" good for you!

Subject: Making Tall grass

Posted by [Anonymous](#) on Thu, 19 Dec 2002 19:54:00 GMT

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in order to make it so both sides are visible you must right click on the object and goto properties

then deselct backface cull

Subject: Making Tall grass

Posted by [Anonymous](#) on Thu, 19 Dec 2002 20:24:00 GMT

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Yea i kinda figured it out thats why i said thanks. Modeling your own grass, as in each blade itself is to laggy, the way Andre/Ack posted is the way to go. Less lag
