Subject: Re creating the C&C_Islands water
Posted by JeepRubi on Tue, 30 May 2006 20:56:23 GMT
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Im making a map and i would like to know if anyone knows what material settings to usae to re create C&C_Islands water.

Subject: Re: Re creating the C&C_Islands water
Posted by Titan1x77 on Tue, 30 May 2006 20:59:30 GMT
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havent played islands in years...but if i recall it uses grid settings.

theres a caustic_grid.tga that might of been used for it.

someone else may know more on this?

Subject: Re: Re creating the C&C_Islands water
Posted by JeepRubi on Tue, 30 May 2006 21:25:14 GMT
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I have all the textures, to me it looks like the base water texture with a transparent caustic_grid.tga texture over it. If anyone knows how to do this please post.

Subject: Re: Re creating the C&C_Islands water
Posted by EA-DamageEverything on Wed, 31 May 2006 00:25:01 GMT
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I'm not sure if this can help you, but those two DDS files change the water from blue into pacific green on Islands.

```
File Attachments
1) water.zip, downloaded 130 times
```

Subject: Re: Re creating the C&C_Islands water
Posted by JeepRubi on Wed, 31 May 2006 00:41:27 GMT
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No, not really.

Ok, my question is now, how do i apply two textures, one on top of the other, in one material, and have the top one semi transparent.

Subject: Re: Re creating the C&C_Islands water
Posted by JeepRubi on Wed, 31 May 2006 23:32:50 GMT
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*bump

Subject: Re: Re creating the C&C_Islands water
Posted by Napalmic on Wed, 31 May 2006 23:41:37 GMT
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Read the RenHelp tutorial for realistic water.

http://renhelp.laeubi-soft.de/index.php?tut=44

Subject: Re: Re creating the C&C_Islands water
Posted by JeepRubi on Wed, 31 May 2006 23:59:44 GMT
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I know how to do that but the map im making is using the smae texture set as islands and i want
the water to look the same.

Subject: Re: Re creating the C&C_Islands water
Posted by Mad Ivan on Fri, 02 Jun 2006 16:55:49 GMT
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*hint*Wdump*hint*

Subject: Re: Re creating the C&C_Islands water
Posted by JeepRubi on Fri, 02 Jun 2006 20:10:36 GMT
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Yea but i dont know how to use it, if some body could do it for me...

Subject: Re: Re creating the C&C_Islands water
Posted by YSLMuffins on Sat, 03 Jun 2006 02:34:47 GMT
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Extract the tunnels mesh from the Islands mix, then load it in wdump. Look under
CHUNK_MESH->W3D_CHUNK VERTEX MATERIALS.