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Subject: Texture for the Islands Glass  
Posted by [Tunaman](#) on Thu, 10 Aug 2006 08:43:05 GMT  
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Recently I started skinning lots of things and am trying to find the texture name for the Islands glass so I can change it... Does anyone happen to have a skin or know the filename to change the texture for the glass in Islands?

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Subject: Re: Texture for the Islands Glass  
Posted by [icedog90](#) on Thu, 10 Aug 2006 21:28:13 GMT  
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I've never been able to find it either, which is pretty weird.

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Subject: Re: Texture for the Islands Glass  
Posted by [danpaul88](#) on Thu, 10 Aug 2006 21:41:30 GMT  
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Perhaps it's not got a texture, it could just be a colour applied in material editor, with transparency added. Although the water behind it probably has a texture...

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Subject: Re: Texture for the Islands Glass  
Posted by [Zion](#) on Thu, 10 Aug 2006 21:46:48 GMT  
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I always thought Renegades engine gave it a glass texture when rendered?

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Subject: Re: Texture for the Islands Glass  
Posted by [Tunaman](#) on Thu, 10 Aug 2006 23:01:08 GMT  
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Maybe so..  
I looked for a few hours through always.dat with no luck.. But one of my friends swears that he has an skin that gives it a green tinge at least.. It doesn't look that much different actually, but here it is:

<http://img50.imageshack.us/img50/613/glasscs5.jpg>

Edit by YSL: Please link to this image if it's larger than 800x600--thanks!

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Subject: Re: Texture for the Islands Glass

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Posted by [YSLMuffins](#) on Thu, 10 Aug 2006 23:14:41 GMT

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W3d viewer in conjunction with WDump are your friends guys.

Texture is water\_caustic\_gridmike. I found this by extracting the tunnels from the Island.mix with XCC MIXER (tunnels\_lm.w3d) and opening it in w3d viewer and finding individual meshes that look like it could be the windows.

WDump came in handy for verifying the texture name (via FIND) but I think you can find it with w3d viewer alone. It just takes a bit of trial and error.

Edit: however, changing the texture itself may not have that much of an effect due to the attributes set on the material applied to the glass.

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Subject: Re: Texture for the Islands Glass

Posted by [Tunaman](#) on Thu, 10 Aug 2006 23:31:41 GMT

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Thanks YSL! Sorry for the big picture. :S

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