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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 19:09:00 GMT  
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Hi.I want to create a lake for my new map, such one as in beach. With animated water. But i cannot get the animated textures 2 work.Can some1 please help? [ February 01, 2003, 19:10: Message edited by: -=['RVH']=- 3D4Free ]

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 19:23:00 GMT  
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press m on your plane select surface type and on pass 1 vertex material select linear offset for stage 0 mapping in the args type in VPerSec=0.1 select your texture and apply it u can only c it move ingame commando editor or w3d viewer [ February 01, 2003, 19:23: Message edited by: mike9292 ]

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 19:31:00 GMT  
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thx, but i meant pulsing water, like in C&C\_Beach.It's not sliding, it's pulsing

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 19:57:00 GMT  
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Yeah, i know what you mean, it looks like waves. I want to know how too!

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 19:59:00 GMT  
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o i could use that to

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 20:24:00 GMT  
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it isnt hard, just mess with it. Or do you want me to take time out and hold your hand through it?

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 20:50:00 GMT  
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Head to [www.CnC-Sector.com](http://www.CnC-Sector.com) and download my new map! This map is of the first tiberium meteor crash site.-enjoy!

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 21:18:00 GMT  
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I didn't do it right on Beach... However, I did it correctly on Tropics. Look inside the tunnel through the glass, or on the ceiling.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 22:25:00 GMT  
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WOW! That map is very very good!But, it could use a LOT of improvements, little fixes that could make this map very excellent!Like a lot of textures could be fixed and a few things could be modeled better.how long have you been making maps? And, have you released any other maps before?

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 22:36:00 GMT  
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First one I do believe, I helped by making it a mix

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sat, 01 Feb 2003 22:48:00 GMT  
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A lot of thought had to have gone into that map. But needs to be retouched IMHO. [ February 01, 2003, 22:48: Message edited by: DeafWasp ]

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 02:20:00 GMT  
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hmmmaybe u can tell us, how u did that, or am I allowed to use ur water

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 02:23:00 GMT  
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It's a good map! Thanks for sending it in flamin yawn =)

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 04:18:00 GMT  
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yep this is my first map. one bug your probably refuring to is that glitch on the tunnel ceiling. i wanted to fix that but it wasnt worth it, maybe in a later versio (if ther will be one)right now im working on a map (havent named it) but you can see the concept sketch here:<http://www.crypticwarning.com/matt/concept\%20sketch.JPG>Very Very n00b question, but what the hell does IMHO mean?DeafWasp, what other minor thingies are you referring to? (only way to get better is to learn from my mistakes) [ February 02, 2003, 04:19: Message edited by: flamin yawn ]

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 04:49:00 GMT  
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IMHO = I must however admit.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 05:08:00 GMT  
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admit doesnt start with an O... but basically the texturing is messy?

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 06:11:00 GMT  
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Hey Deaf, could you e-mail me those gmax files? thxmexadiaz@charter.net

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 07:17:00 GMT  
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The texture in Tropics is in C&C\_Islands.mix. I think you can use WDump to analyze the W3d file

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and get the correct parameters.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 07:45:00 GMT  
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Can someone make a tut or just explain how to make pulsing water (like in C&C\_Tropics) and waves like in some of Ack's maps?!?

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 11:09:00 GMT  
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IMHO= In my honest opinion

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 11:32:00 GMT  
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I looked at it... Amazingly enough, the only blended objects were the mountains. The rivers, streams, everything... None of it blended together. It looked horrible, and with just a single bridge to each base, it played horrible. Nice try, but think out your maps next time...

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 14:24:00 GMT  
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Like I said, promising but needs work.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:05:00 GMT  
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well thanks for the \*constructive\* criticism ACK...i guess--at least you gave reasons ofr its "horribleness." But I can use up my "its my first map" excuse this time hopefully my next map, C&C\_Hamerfest, will have more blending to ACK'S liking. [ February 02, 2003, 18:07: Message edited by: flamin yawn ]

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:24:00 GMT  
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I like the map. Some great scenery, but the close bases makes for bad gameplay. Good job though, it's better than anything iv'e made. [ February 02, 2003, 18:25: Message edited by: maytridy ]

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:25:00 GMT  
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or you can read the RenHelp file -as it has a tutorial on how to do the effect... DANTE -- insert link here...

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:53:00 GMT  
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thanks, after ack's hardening blow to my self-esteem (yeah right) its good to hear somekind of compliment. next time, ill beta test i think the gameplay would have been better without the tunnels and with the tank blockers taken away, and the vehicles able to drive in the water. what do you think ack? would that make it better enough to make a 2nd version?

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 09:48:00 GMT  
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quote:Originally posted by flamin yawn:well thanks for the \*constructive\* criticism ACK...i guess--at least you gave reasons ofr its "horribleness." But I can use up my "its my first map" excuse this time hopefully my next map, C&C\_Hamerfest, will have more blending to ACK'S liking.Im already making a map called hammerfest.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 13:06:00 GMT  
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The thing about ACK is he only says what's bad about maps, therefore, the map must've been pretty good except for problems with blending and such.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 13:19:00 GMT  
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why would he have to point out the things that are right about the map? so you can go back and fix them?

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:13:00 GMT  
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to be friendly, or supportive... you dont have to be a grouch all the time.and he said that with only one bridge to the bases, the gameplay was horrible--dont under, field, and walls only have one vehicle entrance? and they are good maps.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 17:26:00 GMT  
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quote:Originally posted by flamin yawn:to be friendly, or supportive... you dont have to be a grouch all the time.and he said that with only one bridge to the bases, the gameplay was horrible--dont under, field, and walls only have one vehicle entrance? and they are good maps.But i think Ack isn't refering to just vechiles, I think he means just the only way period is the bridge... Also Nod and get to the sniper point much easier then GDI.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:53:00 GMT  
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well then i dont think he looked at it carefully beacuse there is more than one way for infantry to access bases...i agree with you about the sniper ledge being more accessable to Nod--that was a problem having to do with the harvester bumping into the original ramp--maybe something to fix in a later version...

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 06:49:00 GMT  
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Don't fix it! It's a first map! Let it go! Just make sure your next maps don't become unbalanced, and are blended nicely.

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Subject: How 2 create a lake in Gmax  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 08:12:00 GMT  
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im not doing a next map what with generals coming out soon

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