Subject: Texture for a bridge rope
Posted by Anonymous on Sun, 16 Feb 2003 10:30:00 GMT
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I know alot of you guys used bridges in your maps....so maybe somebody cand send me some rope and wood textures to use in mine.

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Subject: Texture for a bridge rope
Posted by Anonymous on Sun, 16 Feb 2003 10:48:00 GMT
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Don't tell me you don't have any wood textures. They came with the textures pack. And for the rope, it's so small that you can't really see it. Just use any kind of texture that looks brown like the dirt.

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Subject: Texture for a bridge rope
Posted by Anonymous on Sun, 16 Feb 2003 11:50:00 GMT
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its a very large bridge and the rope needs to be weaved or twined(need to spell check that) the rope is very visiable.As for the wood ive got one but i need to change the uv settings(its enlarged so it doesnt look so full)

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Subject: Texture for a bridge rope
Posted by Anonymous on Sun, 16 Feb 2003 11:56:00 GMT
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Extract the rope texture out of SGT.May's test map.

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Subject: Texture for a bridge rope
Posted by Anonymous on Sun, 16 Feb 2003 16:38:00 GMT
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where do i get his test map?

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Subject: Texture for a bridge rope
Posted by Anonymous on Mon, 17 Feb 2003 03:09:00 GMT
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if you really want to you can use the rope picture tube in paint shop pro 7! Just choose the rope

draw a straight line and save it as a Targa file (*.tga).  [ February 17, 2003, 03:24: Message edited by: cjkent17 ]

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Subject: Texture for a bridge rope
Posted by Anonymous on Mon, 17 Feb 2003 06:27:00 GMT
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its simple, use a wood texture or someting, and use the UVW Gizmo to make it diagonal, to give it a weaaved effect.

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