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Subject: Uhh, Okay..

Posted by [Ryu](#) on Mon, 11 Jun 2007 22:54:51 GMT

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So I started working on a little map, Did what this tutorial told me to do.. Map was looking sweet in RenX, Then.. I exported it..

I used some Alpha blending for the Sand trail and used a tutorial on making the water animated.. And Then it messed up..

Also the grass looks way to small.. :/

What did I do wrong Here?

If you need more info on the settings I used in RenX, I'll tell you!

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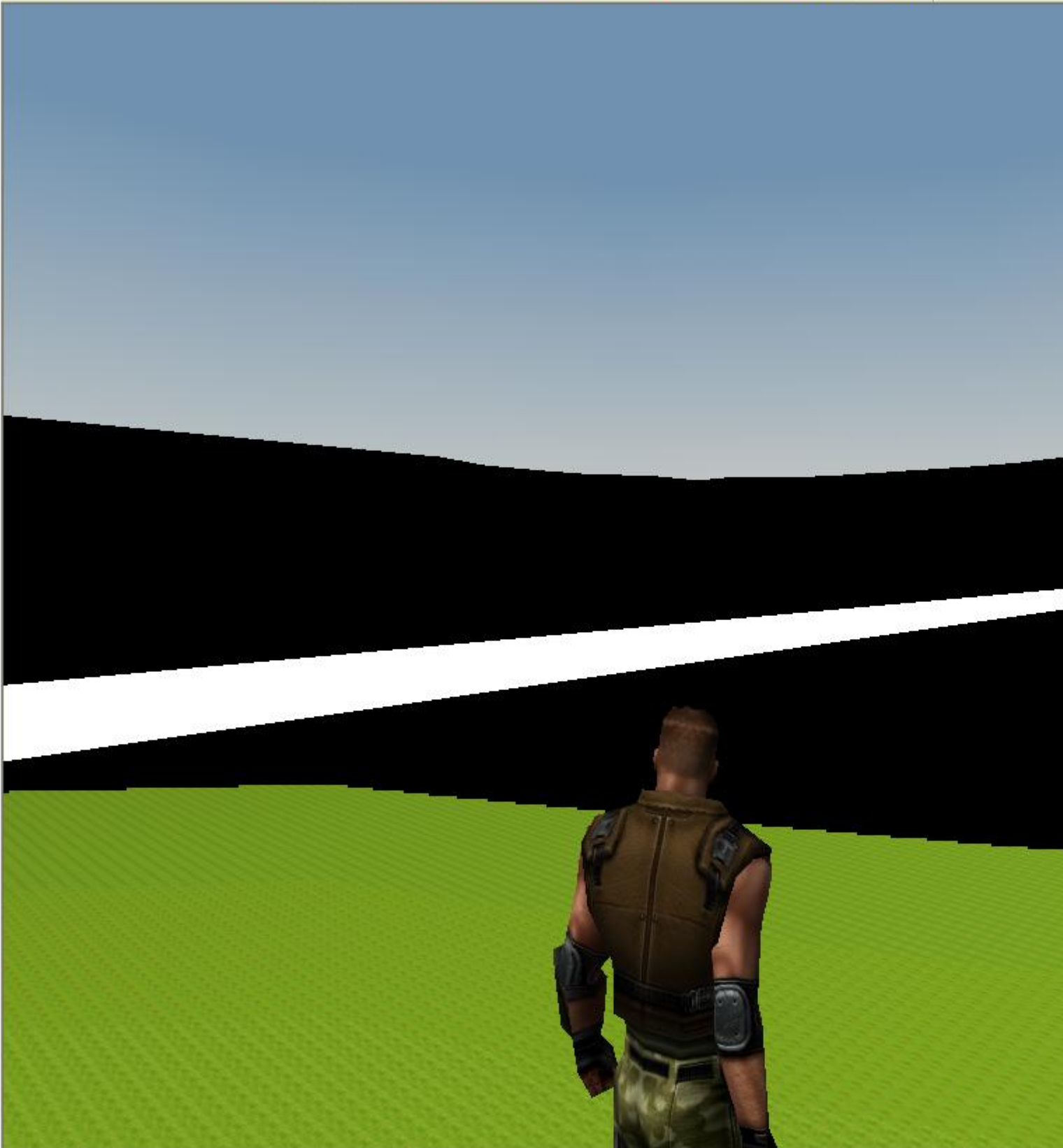
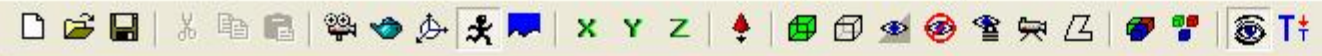
### File Attachments

1) [wtf.jpg](#), downloaded 658 times

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Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



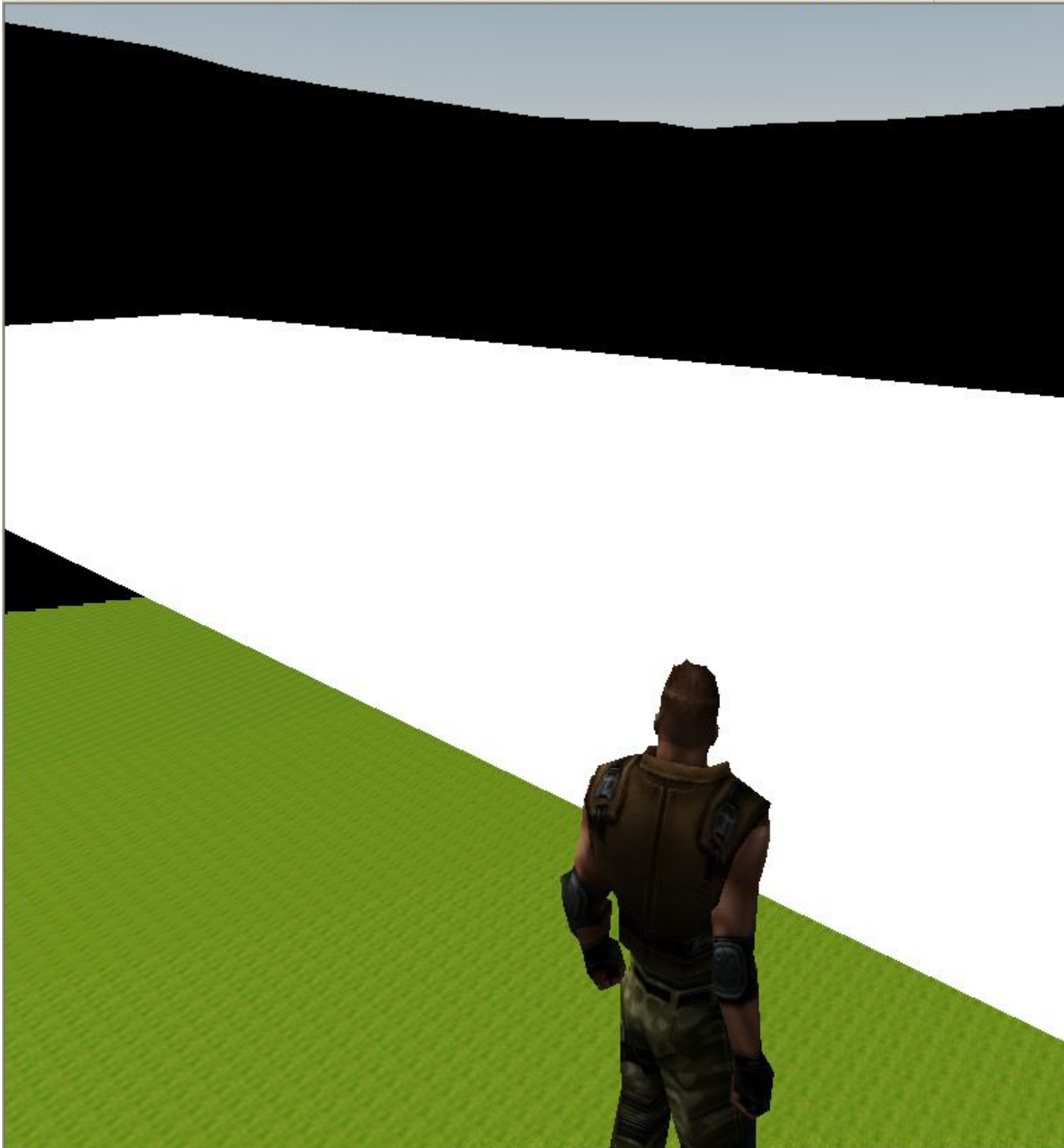
Menu Screen Hits: 0  
DirectInput: Init  
F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL

Ready

2) [wtf1.jpg](#), downloaded 662 times

Untitled - Commando Level Editor

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TimeManager::Update: warning, frame 4655 was slow (2281 ms)  
DirectInput: Init  
F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL

Ready