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.. :/

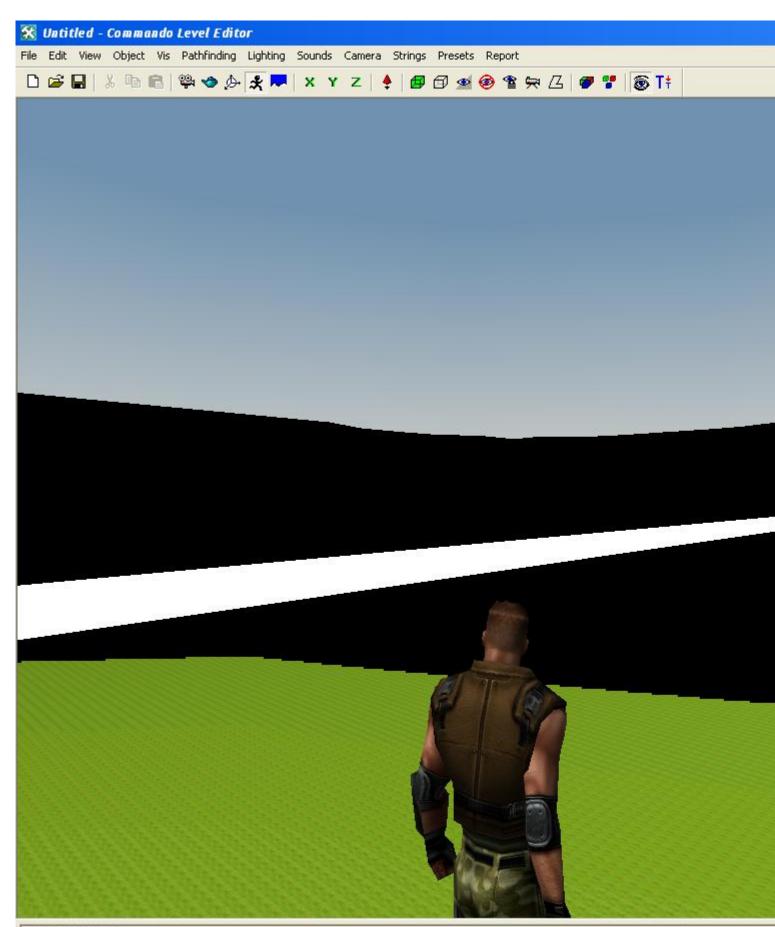
What did I do wrong Here?

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

File Attachments
1) wtf.jpg, downloaded 506 times

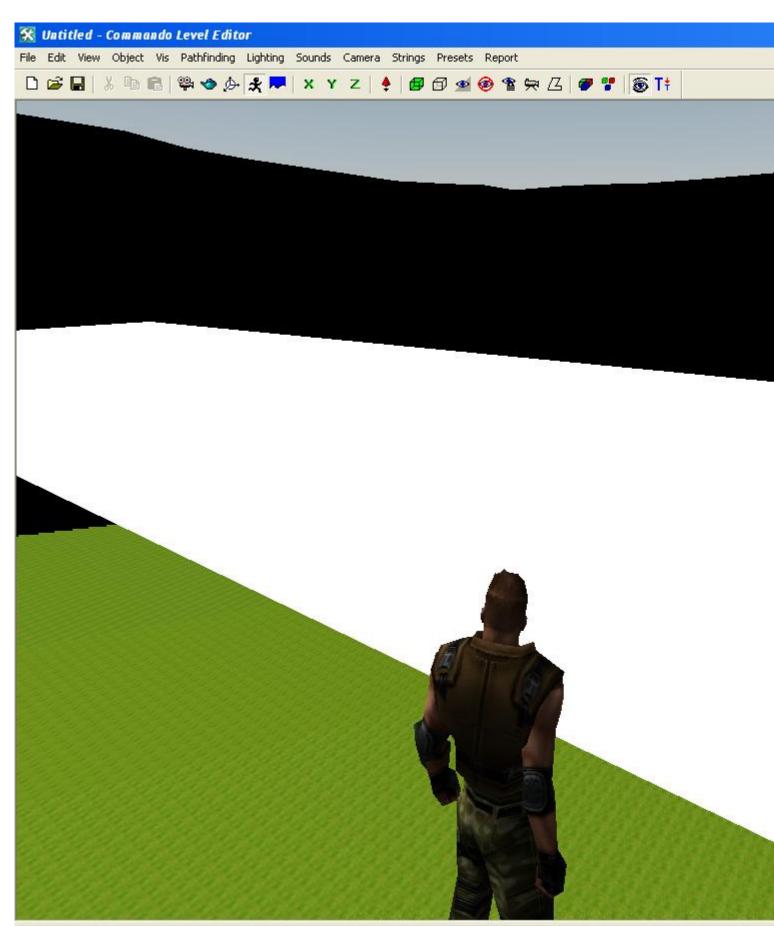
Page 1 of 4 ---- Generated from

Command and Conquer: Renegade Official Forums



Menu Screen Hits: 0

DirectInput: Init F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL Page 3 of 4 ---- Generated from Command and Conquer: Renegade Official Forums



TimeManager::Update: warning, frame 4655 was slow (2281 ms)

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