Subject: Re: Old Sakura Skin
Posted by Reaver11 on Sat, 22 Mar 2008 15:05:52 GMT
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Indeed there are two ways, either copy and paste the texture parts which is easy but might not give the best quality.

Or

Redo it in renx

AI-Airstrike is scripting work as far as I know it only has been done with the usage of a beacon (ask reborn this)

Point one how did you insert the repairbays as terrain or as tile. The repairarea will only work with the repairpad buildingcontroller, or you make a scriptzone with a repairscript set only for the current team and rig a destroy script to the pad (so the zone will go away when the pad is destroyed)

I dont know about reflections, but you can add light as lightscape imported it is just in the leveledit tree than place it dubble click it and change your light (dont forget to render it)