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Subject: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Tue, 30 May 2006 20:56:23 GMT  
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Im making a map and i would like to know if anyone knows what material settings to use to re create C&C\_Islands water.

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [Titan1x77](#) on Tue, 30 May 2006 20:59:30 GMT  
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haven't played islands in years...but if i recall it uses grid settings.

there's a caustic\_grid.tga that might of been used for it.

someone else may know more on this?

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Tue, 30 May 2006 21:25:14 GMT  
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I have all the textures, to me it looks like the base water texture with a transparent caustic\_grid.tga texture over it. If anyone knows how to do this please post.

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [EA-DamageEverything](#) on Wed, 31 May 2006 00:25:01 GMT  
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I'm not sure if this can help you, but those two DDS files change the water from blue into pacific green on Islands.

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#### File Attachments

1) [water.zip](#), downloaded 133 times

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Wed, 31 May 2006 00:41:27 GMT  
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No, not really.

Ok, my question is now, how do i apply two textures, one on top of the other, in one material, and have the top one semi transparent.

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Wed, 31 May 2006 23:32:50 GMT  
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\*bump

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [Napalmic](#) on Wed, 31 May 2006 23:41:37 GMT  
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Read the RenHelp tutorial for realistic water.

<http://renhelp.laeubi-soft.de/index.php?tut=44>

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Wed, 31 May 2006 23:59:44 GMT  
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I know how to do that but the map im making is using the smae texture set as islands and i want the water to look the same.

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [Mad Ivan](#) on Fri, 02 Jun 2006 16:55:49 GMT  
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\*hint\*Wdump\*hint\*

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [JeepRubi](#) on Fri, 02 Jun 2006 20:10:36 GMT  
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Yea but i dont know how to use it, if some body could do it for me...

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Subject: Re: Re creating the C&C\_Islands water  
Posted by [YSLMuffins](#) on Sat, 03 Jun 2006 02:34:47 GMT  
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Extract the tunnels mesh from the Islands mix, then load it in wdump. Look under  
CHUNK\_MESH->W3D\_CHUNK VERTEX MATERIALS.

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