Subject: Dante Bushes Pack 1 - Oak Forest
Posted by Dante on Mon, 23 Feb 2004 00:22:26 GMT
View Forum Message <> Reply to Message

Hey guys, figured, wth, might as well make some bushes....

ok, yeah, i wanted to do something different so

Its a couple of normal oak based bushes for download, 3 variances.

http://www.renevo.com/Downloads/dbushes.zip

includes gmax, w3d, as well as tga.

uhmm, yeah, thats about it, its a couple o bushes....

Subject: Dante Bushes Pack 1 - Oak Forest
Posted by Cpo64 on Mon, 23 Feb 2004 02:45:55 GMT
View Forum Message <> Reply to Message

Those look good,

in w3d viewer the bushes arn't see threw, you can see the green areas of the texture, is this just a problem with w3d viewer? or the actual bushes?

Subject: Dante Bushes Pack 1 - Oak Forest
Posted by Aircraftkiller on Mon, 23 Feb 2004 03:20:38 GMT
View Forum Message <> Reply to Message

He distributed an improper version of leaf_green.tga, which has no alpha channel.

It will appear properly in-game if used.

Subject: Dante Bushes Pack 1 - Oak Forest
Posted by Dante on Mon, 23 Feb 2004 04:24:13 GMT
View Forum Message <> Reply to Message

yeah, it will work in game, if you feel a HUGE need to see it in that w3d version, simply extract the texture from always.dat.