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Announcements

Site Relaunched   10/13/2016
Welcome back to BFEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det

PUDDLES
Started by [BF:A] Croupier, December 14, 2005

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5 posts in this topic

[BF:A] Croupier
Expert
●●●●

[Moderators](#)
● 0
1,530 posts
Location:Melbourne, Australia
Interests:Modding, Game Development.

Posted December 14, 2005 · Report post   ⤴

> ⌄ **[dice said:**
>
> o2car]This is made within the detaillayers. Just make sure the detailtexture has an alpha-channel, select waterpuddlematerial(for the right sounds and effects to trigger) and click the checkbox for environmental mapping.

True, however [dice]o2car forgot to mention that the compile Envmaps in the editor is bunk, well at lest in my version. Basically I'm beliving that it's supposed to create the EnvMap.dds and the EnvironmentMapInfo.emi and dump it in the map folder or somewhere in the editors folders unfortunately it does'nt.

Here's what to do to get them working:

Open up any level, extract from both server and client zips the Envmaps folder into your_maps folder. Open up the EnvironmentMapInfo.emi in notepad and change the map name to correspond to your maps name:

\# EnvironmentMapInformation file
Levels/Zatar_Wetlands/Envmaps/EnvironmentMapInfo.emi #
Version 0. Nov 18 2004 # EnvMap0 -78,58,-220,1

\# EnvironmentMapInformation file
Levels/Your_Map/Envmaps/EnvironmentMapInfo.emi #
Version 0. Nov 18 2004 # EnvMap0 -78,58,-220,1

Manually pack your map putting the Envmap folder with the
.dds in the client and vice versa for the .emi, or use the
editor to pack if your feeling adventurous.

BEEX

Expert

●●●●

Moderators

● 0

1,474 posts

Posted December 16, 2005 · Report post

coooool..thanx for that..i was just discusing with professor
dredly why the puddles didnt work...thanx champ

CheetahShrk

Advanced Member

●●●

Members

● 0

546 posts

Gender:Male

Posted December 17, 2005 · Report post

If you want to know, you need to add a envmap object to
your map and then choose generate env maps and it will
make the 2 files.

[BF:A] Croupier

Expert

●●●●

Posted December 17, 2005 · Report post

Thanks thats exactly what I was looking for. No more hand
jobs, even though they are fun... 🙂

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BEEX
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roflmao..nice 1

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