**Rune Textures for Twilight of the Idols**

-Apologies for the half-assed nature of my attempts to convert and rename things here, I’m sure some files need to be renamed to work properly but I thought I would wait to ask questions until I at least had something worth looking at which indicated what I had in mind, however crappily executed.

So the intended aim is for each Rune’s sign to be more common in the area where it is, so players can use that to figure out if they are getting closer to, or further away from, one of the map’s 7 main goals (6 runes plus Mjolnir). While the each Rune remains in its original position, the faces textured with its texture “Glowing” texture, i.e. +0. These need to be recoloured to match the colours of the Runes, so RuneofAir1 is Yellow, RuneofEarth1 is Green, etc., and each one should emit light of that particular colour (Yellow, Green, etc.), as if that area of the mountain is drawing magic power from that particular Rune (if possible, each Rune itself should give off light of its own colour). When the player gets each Rune, the model of that Rune will appear above its “vacant” position on the Soulspire and emit light of that Rune’s colour, as if all the power of the Rune is now focused in this one place on the Soulspire (+0 textures for that rune should then change to +1 frames and give off a weaker, non-coloured light, or it could even be “shut off” by switching to one of the vacant frames in the Runes-Runekeys.wad and giving off no light at all).

In any case, new Rune textures are needed for the Rune of Spirit and the Rune of Blood (I included a possible alternate model; I think both the Rune of Spirit and Rune of Blood are distinct enough for players to tell them apart from the other four Runes, especially given the fact that each Rune will be its own colour. The Rune of Blood model comes from a pack of 3d models for Heretic and I couldn’t figure out how to get its skin on it, but it needs to be red.

With the Runekeys, the procedure is this: Each of the six Runes requires players to get a Runekey to open a locked door in order to access it; in each case the key will be dropped/spawned when the player kills a boss monster (Barons of Air, Earth, Water and Fire, Inquisitor for the Rune of Spirit, and some other critter for the Rune of Blood; a huge knight will guard Mjolnir and high-level enemies will be all over the place). Based on the colour scheme: Air Yellow, Blood Red, Earth Green, Fire Orange, Spirit Purple, Water Blue, I used what would elsewhere be Gold and Silver Runekey textures for the Air and Earth Keys. Each one has four frames, the first three frames are glowing and the fourth frame could be used if the “Elemental Lock” also turns “off” (i.e. stops glowing) once the player unlocks the door. Not sure if how I set this up was correct, 2 frames or even just one might be best, but I still need recolours for Red, Green, Orange and Purple.

I also had this idea that when a player gets an item\_rune, it floats around above their head glowing its own colour, until they get close to the Soulspire, then it flies away from them to its spot on the Soulspire (and the same could happen with Mjolnir) – this is a bit better than simply having the item in place disappear when the player gets it and then have a copy spawn in its place on the Soulspire, but still doesn’t require the player to actually go up and place the rune on its particular spot, instead it places itself and I think this would be a good way of showing that the runes kind of have their own agency (and when a rune goes onto the soulspire a message will state to all players, for example, The Rune of Water is in place!).

My last question is how to set the skins for Runes 1-4 (is it just field skin with value 0,1,2,3,4, or 5?) and how to place Runes 5 (Blood) and 6 (Spirit).