

"Back to Basics - Peru: update" changelog v.1.2

TGA:

- corrected blurriness of the polygonal bricks texture
- corrected purple outline in the "sun" frieze
- corrected blurriness of the 4 red squares texture
- changed the broken "classic" yellow wall
- Leaves texture wasn't seamless. This was fixed.
- Remade every texture that included leaves.
- Fixed the rock texture that showed a white line at the very top
- Fixed transition texture between rock, snowy rock and snow. The seam between should now be less obvious.
- Added 76 textures, including transitions.

WAD:

- Replaced 196 textures with high quality equivalents.
- Fixed door_type1&2 so the hinges are now to the correct side of the doors.
- Replaced the Horizon by a new model that is much nicer to look at.
- Fixed ladder and table meshes so the textures are less stretched.
- Fixed wood pillars meshes so the ropes aren't floating anymore. They are now correctly wrapped around the pillars.
- Changed gong (switch_type8 and animating8) mesh.
- Changed rollingball mesh.
- Added shine to golden objects.
- Moved animating6 and animating7 to slots animating14 and animating15.
- Added 8 objects plus 17 collisions invisible objects.