Subject: How 2 create a lake in Gmax
Posted by Anonymous on Sat, 01 Feb 2003 19:23:00 GMT
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press m on your plane select surface type and on pass 1 vertex material select linear offset for stage 0 mapping in the args type in VPerSec=0.1 select your texture and apply it u can only c it move ingame commando editor or w3d viewer  [ February 01, 2003, 19:23: Message edited by: mike9292 ]