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Subject: how to make a realistig river

Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:24:00 GMT

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The same way? Just increase the VPerSec arg of the linear offset to make it flow faster, and you might wish to decrease the opacity a bit, so it's more translucent. [ January 06, 2003, 14:27: Message edited by: Taximes ]

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