SGT. May did you get that to export to W3d, or is that still in GMAX? If its in Gmax, try exporting and see if it still works. If it does, let me know how you did it. As for a realistic water, both Andre and I have written a tutorial, so use the search function. Or I'll have the tutorial up shortly on http://rengamer.no-ip.org/index.htm~Bumpaneer