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Subject: Realistic Sea

Posted by [Anonymous](#) on Thu, 02 Jan 2003 14:33:00 GMT

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I'm trying to make a beach kinda map but i dunno how to make the water flow to the center of the plane like on an island map how can i make all the water run towards the island? and what's the sandy texture on m01 in renegade editor (the same one from River Raid)? lol 1 more. How do i get the water to be transparent kind of like the water on m01 in level editor?

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