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Subject: [C&C\_DMVietnam] Preveiw Page!

Posted by [Anonymous](#) on Sat, 09 Nov 2002 13:40:00 GMT

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quote:Originally posted by Laser2150:How do you get Water to move?click on the plane (after textured) and hit m, hit the "pass 1" tab. then go to "stage 0 mapping" and set it as linear offset. in the box type "VPerSec=1.0" that determines what speed it will go, you can change this slower or faster by altering the number. I think thats it, but then you can also ajust the translucency of the plane also, because water aint opauqe

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