Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an
Posted by Anonymous on Wed, 06 Nov 2002 12:35:00 GMT
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Little fixes:*Note you do not have to use these. These are just suggestions to make the tutorial better quote:First Page, Second point: 2. Press the M key on your keyboard, wich should open the Renegade Material Editor.wich , should be spelt which quote:Page 2,:Now, on Stage 1 Mapping, change the Type to BumpEnv and fill the box Args below with:BumpScale=0.2BumpRotation=0.3VPerSec=-0.01 this would be better : Under the "Stage 0 Mapping" (bottom Left of screen). Select the drop down box to the right of Type   and select "BumpEnv". And fill the box Args below with:BumpScale=0.2BumpRotation=0.3VPerSec=-0.01 quote:Page 3: 8. Check the Stage 0 Texture and click on the None button to select the proper texture. Use the included texture called bump_water.tga here.9. Now check the Stage 1 Texture

Also included in this pack. Cannot find the Bump_water.tga and water_reflect.tga. Did you download load it from the renegade pack? Im asking this because I didn't download the extras level files.