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Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an  
Posted by [Anonymous](#) on Tue, 22 Oct 2002 12:33:00 GMT

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I figured people knew that adding more than one pass to start on a material would crash the editor when you attempted to texture it. It's simple to figure out. You make one pass. Texture, then make it however many passes you need. After that, it won't crash on you.

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