
Subject: Realistic Water Making Tutorial - By Bumpaneer, StoneRook an
Posted by [Anonymous](#) on Mon, 21 Oct 2002 21:05:00 GMT

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You are right, Ingrownlip, I had to do the same thing with C&C Antarctica (www.cncbattalion.com look for the news). I used Vertex Solve and then, once it finished, I added the water. Greg, you have to implement a function where we can exclude certain objects (At least only Tiles) from the Vertex Solve.
