Subject: Re: water Posted by YSLMuffins on Sun, 18 Sep 2005 01:25:26 GMT View Forum Message <> Reply to Message

Don't make your actual water mesh "physical." Make an "underwater" mesh under the water mesh and make sure it has the material setting of underwater. Then just make sure your water mesh has only projectile settings so that when you shoot it, it will mimic water splashes.

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