Subject: Re: Water, visible in lvledit but not ingame -_-
Posted by Napalmic on Sat, 04 Mar 2006 03:01:42 GMT

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Okay, make sure you didn't light solve the water mesh (uncheck it from the instances tab as to not get a bright white effect on meshes like this). Make sure the textures are included as well, and not just from Renegade. Not all the Westwood FTP textures are in Renegade I believe, or named the same.

If you're going to add fog later on, you'll want to increase the amount of segments so the fog doesn't shade all of the mesh. Probably about every 20-50 meters.

Also, try reseting the lighting and exporting again to see if it works. If not, it's most likely how you set up the material in RenX.