
Subject: Re: [HELP] Water-transparency for stream
Posted by [DL60](#) on Mon, 04 Sep 2006 14:29:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

THX @ HALO38

Now I know how to hide from the lightsolve.

My Problem with the waterplanes is also solved and I have a nice reflecting and bumpmapped watertexture.

Here is a screenshot. You should see the water in action ^^

File Attachments

1) [water.jpg](#), downloaded 435 times

