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Subject: Re: [HELP] Water-transparency for stream  
Posted by [DL60](#) on Mon, 04 Sep 2006 14:29:25 GMT  
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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

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1) [water.jpg](#), downloaded 257 times



DL6.0

Credits: 10000

Restzeit: 00:20