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

DL6.0

N

EVA
+150
150

Credits: 10000
Restzeit: 00:29