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Subject: Water Sound Not Working

Posted by [Sanada78](#) on Thu, 29 May 2003 01:58:23 GMT

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In my map there is a large water pool. The problem I have is that when a infantry unit walks through it I get no sound from them walking through it. I have tried Water and Water Permeable but none seem to work. The collision settings are correct. I have a top plane which is the water it's self and the bottom plane the ground you walk on.

Also I'm still having the problem where the Water brightness changes when you move around. I can't find anything relating to "Static Sorting Level".

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