
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Blazea58](#) on Fri, 09 Feb 2007 01:41:46 GMT
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If more then one person needs to know how the water is setup ill just post it here anyways.

First you need these 3 textures

Then make a plane, Press M and setup 2 passes, do the 2nd pass changes first, then when done that apply the stage 1 texture and its settings.

BumpRotation=0.3