
Subject: Re: C&C_Mediterranean *wip*

Posted by [Jerad2142](#) on Thu, 22 Mar 2012 17:31:19 GMT

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Generalcamo wrote on Tue, 20 March 2012 21:22

Water is never that blue without at least some transparency. Please add some.

Water reflects the environment around it, it might reflect darker than what the sky above it is but it shouldn't be reflecting some random ass tone of blue that isn't anywhere on the map lol.
