Posted by Titan1x77 on Sat, 01 May 2004 07:05:04 GMT
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In Ren-x change the static sorting to level 1.(that will make sure it wont change colors from certain angles)

Then in LE.....Before you Compute vertex solve go to Instances>Terrain>*meshnameofyouwater* and uncheck it

it will hide the water during vertex solve...unhide it after.