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Subject: Water

Posted by [BabyCatjuhh](#) on Sun, 20 Jun 2004 17:02:06 GMT

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EXdeath7Use the tutorial I posted. You can make water in level edit. Of course you would have to be making a heightfield map.

I tried that, I used some kind of water texture, but it's not deep o0 and you won't see water splashing when you're walking through it, in fact you're walking on top of it instead of in it o0

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