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Subject: making water question

Posted by [Deafwasp](#) on Thu, 27 Mar 2003 19:36:24 GMT

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I assume you want to make a plane and make it look like moving water. Simple. Create a plane, put a water texture on it; then go to pass 1 in the material editor (the thing you get when you press "m" with a mesh selected)

in Stage 0 Mapping, choose Linear Offset. and in the box type "VPerSec=1"

Then hit the assign material to selection button and you should have it.

If you want to make it transparent then adjust the transparency settings in the same editor, but check valpha. and then go into the w3d tools pallete and check the box that says "VAlpha".

You can also rotate the texture on the mesh to change its direction. and if the texture is going the wrong direction change the VPerSec to UPerSec

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