
Subject: Problem with water!!

Posted by [deadaim00](#) on Fri, 30 Apr 2004 22:57:36 GMT

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Ok, im trying to finish my renalert map, but i keep getting this problem with the water:

Please, if anyone knows how to fix this tell me.[/img]

Subject: Problem with water!!

Posted by [icedog90](#) on Sat, 01 May 2004 00:51:33 GMT

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Ah, yes, I used to have this EXACT problem... I can't remember the fix, it was something about the texture... I think it's when you don't have it in the right folder in LevelEdit.

Well, if I'm incorrect then Ack knows.

Subject: Problem with water!!

Posted by [Beanyhead](#) on Sat, 01 May 2004 02:50:29 GMT

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I did as well..

You have to add the water AFTER you do the compute light solve. I forget how to reset the lighting. Aircraftkiller knows.

Subject: Problem with water!!

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.

Subject: Problem with water!!

Posted by [deadaim00](#) on Sun, 02 May 2004 01:08:29 GMT

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thanks for the help titan, but sadly it did not work. You see, the water is like that before i do vertex solve. Any other suggestions?

Subject: Problem with water!!

Posted by [Titan1x77](#) on Sun, 02 May 2004 05:31:16 GMT

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was it normal to begin with in LE?

if it was once normal....go to lighting and change it to a different type then hide it and change it back to multi-pass lighting.

If it has always looked like that check your material settings in gmax.

Subject: Problem with water!!

Posted by [Spice](#) on Sun, 02 May 2004 05:34:06 GMT

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Can you post the texture I want to see the actual texture map.

Subject: Problem with water!!

Posted by [deadaim00](#) on Sun, 02 May 2004 17:26:15 GMT

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its just water_texture.tga. I have used it before, and it has never done this to me. So thats why im puzzled.
