Subject: water
Posted by JeepRubi on Sat, 17 Sep 2005 18:29:16 GMT
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i made a map with ater in it but when i walk thru the water it doesnt make the water effect??

Subject: Re: water
Posted by htmlgod on Sat, 17 Sep 2005 19:03:27 GMT
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Make sure that you set the material type in RenX as Water [in materials editor]. Otherwise it'll behave either as nothing or as the default, which I believe is a cloddy mud. If you set the material properly, you'll get splashing sounds and water sprites when you shoot or otherwise interact with the water.

Subject: Re: water
Posted by JeepRubi on Sat, 17 Sep 2005 20:20:01 GMT
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when i shoot the water it acts like water but when i walk thru it it does nothing. i have the collision settings set to projectile but no physical or vehicle.

Subject: Re: water
Posted by Dr. Lithius on Sun, 18 Sep 2005 00:30:31 GMT
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Firstly, don't double-post.

Secondly, define "water effect". There are no real "Water Physics" in Renegade to be had.(In fact, in all the maps I've played, you die the instant you get head-deep in water, if there's walkable water in a map.) You can make all the pools of water you want, but as far as I know, there's no "underwater" settings. You can't swim, you don't float, you can't low-grav jump. . . Nothing. You just sink like a rock.(Which technically makes sense considering most of the units have a hundred pounds of crap on them.)

Subject: Re: water
Posted by YSLMuffins on Sun, 18 Sep 2005 01:25:26 GMT
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Don't make your actual water mesh "physical." Make an "underwater" mesh under the water mesh and make sure it has the material setting of underwater. Then just make sure your water mesh has only projectile settings so that when you shoot it, it will mimic water splashes.

Subject: Re: water
Posted by Blazea58 on Mon, 19 Sep 2005 22:54:01 GMT
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Maybe you weren't on maximum detail, thus it wasen't producing the water splashing effect as you walk through or jump in it.

Subject: Re: water
Posted by JeepRubi on Tue, 20 Sep 2005 00:56:13 GMT
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i had it on full detail YSLMuffins told me the right thing to do and it worked.