Subject: linear offset...
Posted by Anonymous on Thu, 12 Dec 2002 11:25:00 GMT
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if i have a plane like water that is moving, what should i avoid in order to keep it looking good?i mean the map i had with a river, the water plane kept flashing.

Subject: linear offset...
Posted by Anonymous on Thu, 12 Dec 2002 11:34:00 GMT
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Screenshots work better then words.

Subject: linear offset...
Posted by Anonymous on Fri, 13 Dec 2002 07:57:00 GMT
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did you do a vertex solve on it?if so - that will cause a problem...

Subject: linear offset...
Posted by Anonymous on Fri, 13 Dec 2002 08:29:00 GMT
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yeah, i guess that is what happened. thx.