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Subject: Help with water!!!

Posted by [Anonymous](#) on Thu, 20 Feb 2003 15:35:00 GMT

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k, in my map I have a flowing river, I can get it flowing in the right direction, but then the texture faces the wrong way, then i flip it around and it still doesn't work. and no matter what I do It always ends up doing something wrong. anyone know how to fix this prob? o and is there anywhere on a tutorial on how to make good water.. i have a rough way of doing it but a tut would help

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Subject: Help with water!!!

Posted by [Anonymous](#) on Thu, 20 Feb 2003 15:55:00 GMT

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tutorial for water if u dont want transparent dont select a blend mode

<http://www.freewebs.com/cncunits/Transparent\%20Water.zip> u have to copy and past for it to work [ February 20, 2003, 15:56: Message edited by: mike9292 ]

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Subject: Help with water!!!

Posted by [Anonymous](#) on Thu, 20 Feb 2003 16:09:00 GMT

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Says the server has an internal error. everytime I try to find a tut and I do there's either something wrong w/ the site, it's not done, or there's an error.. bah!

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Subject: Help with water!!!

Posted by [Anonymous](#) on Thu, 20 Feb 2003 17:13:00 GMT

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Instead of moving the texture...When you put Vpersec=1.00 make it Vpersec=-1.00 to make it backwards, Upersec=1.00 & Upersec=-1.00 to go in a different dirrection.

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