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Subject: Waterfalls

Posted by [zunnie](#) on Sun, 25 Mar 2012 16:14:43 GMT

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How would i create a waterfall as seen on C&C\_Field and C&C\_FieldTS by Aircraftkiller?

I would love to make that on one of my maps im working on currently.

Could anyone enlighten me?

Thanks

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Subject: Re: Waterfalls

Posted by [sla.ro\(master\)](#) on Sun, 25 Mar 2012 18:43:45 GMT

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use Linear Offset with UPerSec=.1 or VPerSec, not sure. You can w3d import the map into gmax/max and see what westwood/ack did there.

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Subject: Re: Waterfalls

Posted by [Aircraftkiller](#) on Sun, 25 Mar 2012 22:47:46 GMT

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Create your mesh. Apply mapping to it. Use an "includes" \*.W3D file to pull in the emitter you wish to use with the waterfall, be it Westwood designed or something you developed yourself.

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