
Subject: Static Sorting

Posted by [Titan1x77](#) on Sat, 24 Jan 2004 23:57:21 GMT

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I have a waterfall and it flickers with different colors from certain angles...I want to set it up so it doesnt do that.

Ive searched the forums and read that static sorting has something to do with it....what does static sorting actually do?...and whats a good setting?

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Posted by [Aircraftkiller](#) on Sun, 25 Jan 2004 00:11:36 GMT

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People really need to start reading the W3D Tutorials before they post questions.

Static Sorting Level:

Tells the game engine not to sort those polygons. The value you enter into the spinner next to it defines which batch to render them in.

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Posted by [Titan1x77](#) on Sun, 25 Jan 2004 00:17:50 GMT

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Thank you..And I'll have a look at those tutorials
