Subject: Bump Maping Problem.
Posted by Anonymous on Tue, 03 Dec 2002 16:23:00 GMT
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Yeah, I made the tutorial, but that issue cannot be fixed.The reason it stays white as a ghost it's because it uses the "Add" shader in it's texture settings, and the only way to fix this is excluding it from the Vertex Solve - Example - Make the water be a different W3D file and add it as a tile to your map after the Vertex Solve is generated on it.This way, it will keep being the realistic water it is   Don't worry, it isn't a problem with your Video card