Subject: Making water see threw..
Posted by Anonymous on Sat, 30 Nov 2002 22:01:00 GMT
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is how i did it.Set Opacity to 0.5, then in w3d opitions hit Valpha, I don't know if this one matters but in material editor i tried making it Alpha blend, dont know if that made a impact. If your water is to clear, notch up the opacity, .9 gave me a nice one.Dude, it's not wrong. You just made in a different way. Besides, I used those values to make a transparent window, not water Translucency doesn't translate into Renegade.As for your signature, change it. You're not a staff member of Renegade Generals... If you disagree with me, bring it up with Transnote, as I've already spoken with him about the matter and he concurs with what I have said.