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Subject: Water!!!

Posted by [Anonymous](#) on Fri, 26 Apr 2002 20:02:00 GMT

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theres no 'underwter' in reneagde, so you can only make a plane that has NO COLLISION above the ground to make it look like the sea, and then give it a water texture and a water surface type. (i think, never tried this, just guessing) then whenever the peopel walk over it its splashes... but you can go under watter... like only waist deep or whatever

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