Subject: Re: water
Posted by htmlgod on Sat, 17 Sep 2005 19:03:27 GMT

Make sure that you set the material type in RenX as Water [in materials editor]. Otherwise it'll behave either as nothing or as the default, which I believe is a cloddy mud. If you set the material properly, you'll get splashing sounds and water sprites when you shoot or otherwise interact with the water.