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Subject: Re: water

Posted by [Dr. Lithius](#) on Sun, 18 Sep 2005 00:30:31 GMT

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Firstly, don't double-post.

Secondly, define "water effect". There are no real "Water Physics" in Renegade to be had. (In fact, in all the maps I've played, you die the instant you get head-deep in water, if there's walkable water in a map.) You can make all the pools of water you want, but as far as I know, there's no "underwater" settings. You can't swim, you don't float, you can't low-grav jump. . . Nothing. You just sink like a rock. (Which technically makes sense considering most of the units have a hundred pounds of crap on them.)

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