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Subject: Re: [HELP] Water-transparency for stream  
Posted by [Halo38](#) on Sun, 03 Sep 2006 17:16:14 GMT  
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Oh I got this one, this is easy

see this image

<http://i97.photobucket.com/albums/l237/paulchettle/alphahelp.jpg>

This is how I hid the air tower glass window alpha meshes on C&C arid

This assumes your meshes are in your map terrain .w3d file if not navigate to the right instance and 'uncheck the tick box' to hide it.

If you have already computed vertex solve and you wish to remove the lighting info, the only way I have found of doing it is to go back to renx/3dsmax and rename your alpha meshes this wipes the lighting info from a mesh.

e.g a few times I forgot to hide the air tower meshes so I renamed them from "MNATR^GLS02" to MNATR^GLS002" (same for the rest - extra 0" or something like that.

also - Don't be concerned about the change of light between 1st and 3rd person

The reverse side of a plane will often appear black if you computer the vertex solve on an alpha mesh (see C&C\_Arid tree branches) - this is not good but I wanted the tress to be lit the same as the level and the black branches are hardly notice able in game when your only concern is killing the other team

Don't know much on bump mapped water in renegade I don't like it, nor the use of the 'add' material feature for water I use alpha blend most of the time.... saying that i might of used it for ancients water to add a bit of blue in to the texture but I can't rememeber.

If you compute the vertex solve on alpha meshes you can prevent the quick obvious lighting changes in the meshes by using 'soft lighting' intensities of 0.4 and below are good (see C&C\_Arid and C&C\_Ancients) you will also need to turn down ambient light and sunlight as there default is set wayyyy to high. thast how I created the enviornments in my two recent maps.

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