Subject: Water Lighting Keeps Changing
Posted by Sanada78 on Mon, 26 May 2003 17:13:21 GMT

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For my map I have some water that I have made transparent with the Alpha-Blend the problem is when you move around the water lighting keeps changing from lighter to darker or darker to

Also another thing is when infantry walk though the water there is no water effect but a vehicle does. the water it's self is set as "Water Permeable" with "Projectile" set and the ground below it set to "Water" with "Physical" and "Camera".