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Subject: Re: Funny Water

Posted by [Jerad2142](#) on Fri, 08 Dec 2006 06:50:36 GMT

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The problem is the reflect texture, you reflect texture is on the second pass right (if not you need to make/add it to the second pass). Make sure the colors on the second pass are set to black, because if they are not, and you are adding the reflect texture in, it will force the color to go to white (if you were using multiply and had the colors set to black there would be black spots in the water instead).

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