Posted by Jerad2142 on Sat, 09 Dec 2006 04:15:41 GMT
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Try changing the following:

But if you screw with the "Detail Color" be careful or you might end up with blue red and purple
water!
If trying all of these things don't work I will give you some more choices later!

File Attachments

1) pass 2 vm.png, downloaded 486 times

2) pass 2 s.png, downloaded 501 times

The image shows the **Renegade Material Editor** window with tabs for Properties, Pass 1, and Pass 2. Below a Command & Conquer Renegade banner are sub-tabs: Vertex Material, Shader, Textures.

Blend section:
- Blend Mode: Screen
- Custom — Src: One, Dest: 1-Src Color, Write ZBuffer, Alpha Test

Advanced section:
- Defaults
- Pri Gradient: Bump-Environ
- Sec Gradient: Disable
- Depth Cmp: Pass LEqual
- Detail Color: Add
- Detail Alpha: Disable

Red annotation text: "Or you can try changing this but try this second"