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Subject: Re: Transparent bump mapped water effect?

Posted by [mr£\\$Ä-z](#) on Wed, 18 Jun 2008 10:38:45 GMT

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Blazea58 wrote on Tue, 17 June 2008 20:49I have been trying to create an effect used in standard renegade single player maps, and also featured in renalert maps, but i cannot for the life of me figure out how to do it properly. When i try it comes out bright white and it glitches and shows triangle sections without it.

This is the effect i am generally looking for.

If anybody here knows how the water is done on those maps i would appreciate even just writting on which passes and blend modes are changed differently from a normal 2 pass bump/environment water.

Otherwise my fountain is gonna look stupid , i must know lol.

Tryed with SB Edit? (Shaders) ?

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