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Subject: Re: Need help water texture

Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:10:59 GMT

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In addition make sure to make the lighting passes black except for the emissive, or else you'll start pulling your hair out once you generate the levels lighting and it turns to bright white (Note: there are other ways around this but I'd have to look it up in my notes, which are currently not accessible due to an attempt to clone my hard drive).

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