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Subject: Re: The Map (WIP)

Posted by [Jerad2142](#) on Tue, 04 Oct 2011 18:54:42 GMT

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Updated the water so it doesn't look as tiled:

Also improved the water so its transparent for a certain depth before its opacity hits 0, that way it'll look less stupid as the tide comes in:

Just using the fire truck to demo how deep you can see into the water.

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