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Subject: making water question

Posted by [Titan1x77](#) on Thu, 27 Mar 2003 06:14:42 GMT

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i checked off 2-side ,v-alpha and camera in the w3d options but i can't get my surface propertys to work in commando (water permable nor water).

Ive exported as terrain and hierarchial model....am i suppose to check something else off...or does the ground beneath it have to have the effect?

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