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Subject: Transparent Water  
Posted by [CnCsoldier08](#) on Thu, 13 May 2004 03:17:07 GMT  
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How do I get the shore of my water to be transparent, I just want the shore, like on the renalert map WoodsToday..

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Subject: Transparent Water  
Posted by [htmlgod](#) on Thu, 13 May 2004 03:40:02 GMT  
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Detach the water in sections approaching the shore, and decrease the opacity of the texturing (in materials editor), I'd do like .8, .6, .4, .2 opacities. Ask ACK, though, maybe he'll tell you exactly what he did.

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Subject: Transparent Water  
Posted by [Titan1x77](#) on Thu, 13 May 2004 12:58:48 GMT  
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just use an water texture with an alpha channel and use vertex paint on the vertex along the shoreline...Thats how I made the sides of my waterfall more see thru then the middle.

But if you bump map,then it will export with 2 transparent layers on 1 mesh...I Dont think The engine likes them all that much.

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Subject: Transparent Water  
Posted by [Cpo64](#) on Thu, 13 May 2004 21:45:53 GMT  
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If you want to make it have a bump map, you will have to clone the water and put the bump map on the clone.

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Subject: Transparent Water  
Posted by [icedog90](#) on Thu, 13 May 2004 22:06:24 GMT  
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It's not bump mapping. Renegade doesn't support bump mapping. It's Bump Scale and Bump Rotation that makes it look "bumpy".

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Subject: Transparent Water  
Posted by [Aircraftkiller](#) on Thu, 13 May 2004 22:17:11 GMT  
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It uses bump mapping, thus "bump environment" as a vertex material. The bump rotation, bump scale, and texture offsets are part of the material arguments.

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Subject: Transparent Water  
Posted by [icedog90](#) on Sat, 15 May 2004 19:51:47 GMT  
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Really... I thought it was mostly just an illusion. Though that does explain why you need a decent video card to support this feature.

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Subject: Transparent Water  
Posted by [Deactivated](#) on Sat, 15 May 2004 20:05:19 GMT  
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Play Renegade mission 4 and look at the water.

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Subject: Transparent Water  
Posted by [icedog90](#) on Sat, 15 May 2004 22:24:10 GMT  
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SeaManPlay Renegade mission 4 and look at the water.

I know that. What I'm saying is that I didn't know it uses bump mapping.

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