Subject: water question
Posted by Anonymous on Mon, 06 Jan 2003 14:03:00 GMT
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Will it screw up if I have my water mesh -with linear offset animation- pass through another mesh?

Subject: water question
Posted by Anonymous on Mon, 06 Jan 2003 14:28:00 GMT
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It shouldn't

Subject: water question
Posted by Anonymous on Mon, 06 Jan 2003 14:37:00 GMT
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