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Subject: Water, visible in lvledit but not ingame -\_-  
Posted by [theplague](#) on Sat, 04 Mar 2006 02:37:47 GMT  
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well, i was having a play around with water effects and stuff, but i got this simple map with water and ground... problem is, the water doesn't show up in renegade, but it does show up in level edit... weird :S

any mappers wanna tell me how to get the water visible?

(all i'm using for the water is a plane 1x1points and 200x200size 2pass material, type:water, textures are out of the texture pack on the westwood FTP)

level edit:

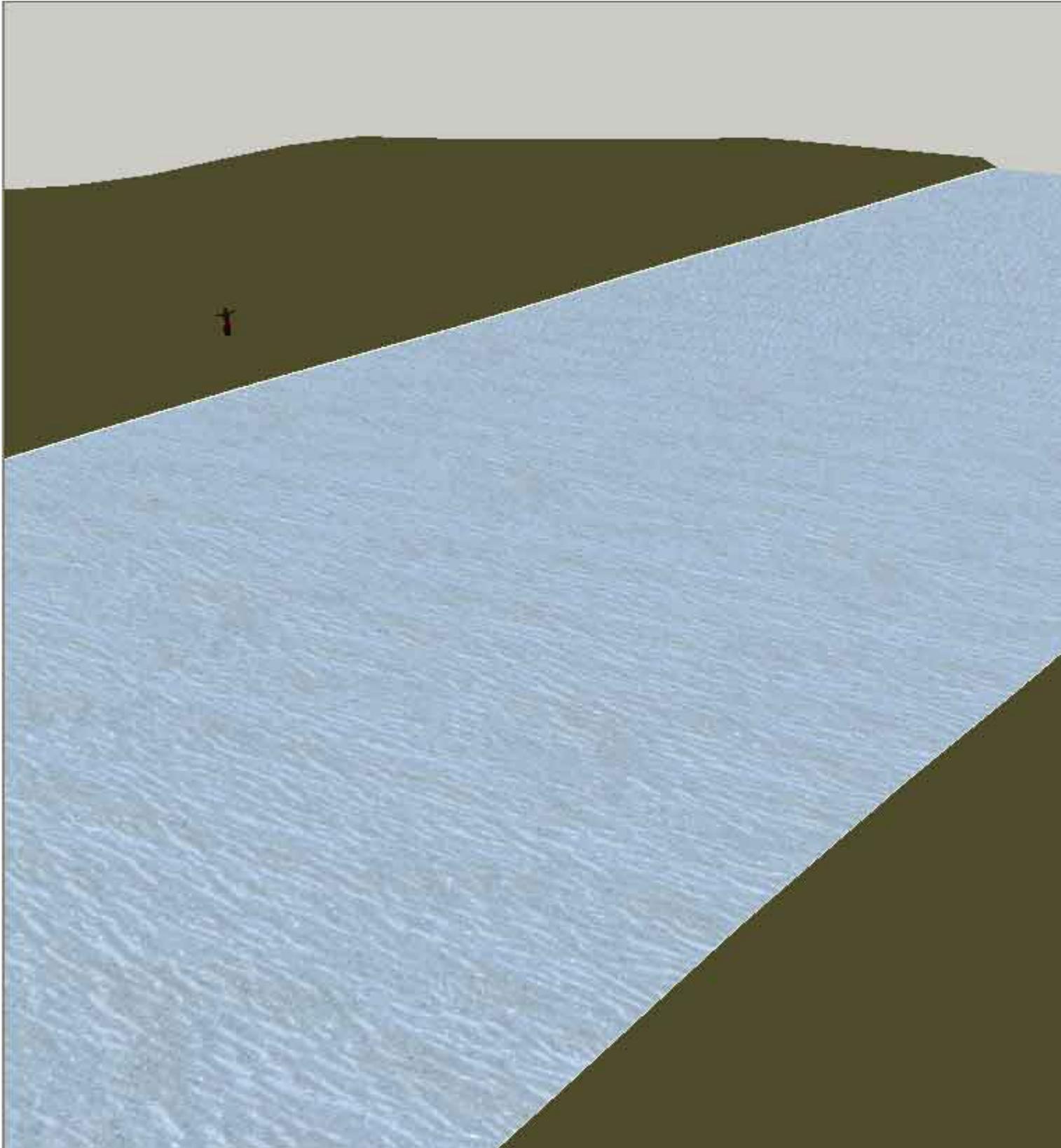
in game:

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### File Attachments

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1) [level\\_edit.jpg](#), downloaded 768 times



2) [ingame.jpg](#), downloaded 768 times

