Subject: Watery Woes...
Posted by Cpo64 on Wed, 15 Oct 2003 22:38:37 GMT

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I am trying to recreate the water found on the second mission. Or the first depending on how you look at it...

I extracted the water with XCC, then used WDump and recreated the settings. But after exporting it as a w3d, it doesn't come out the same, am I doing something wrong, or is this something that is known?