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 dosn't show up in renegade, but it does show up in level edit... weird :S
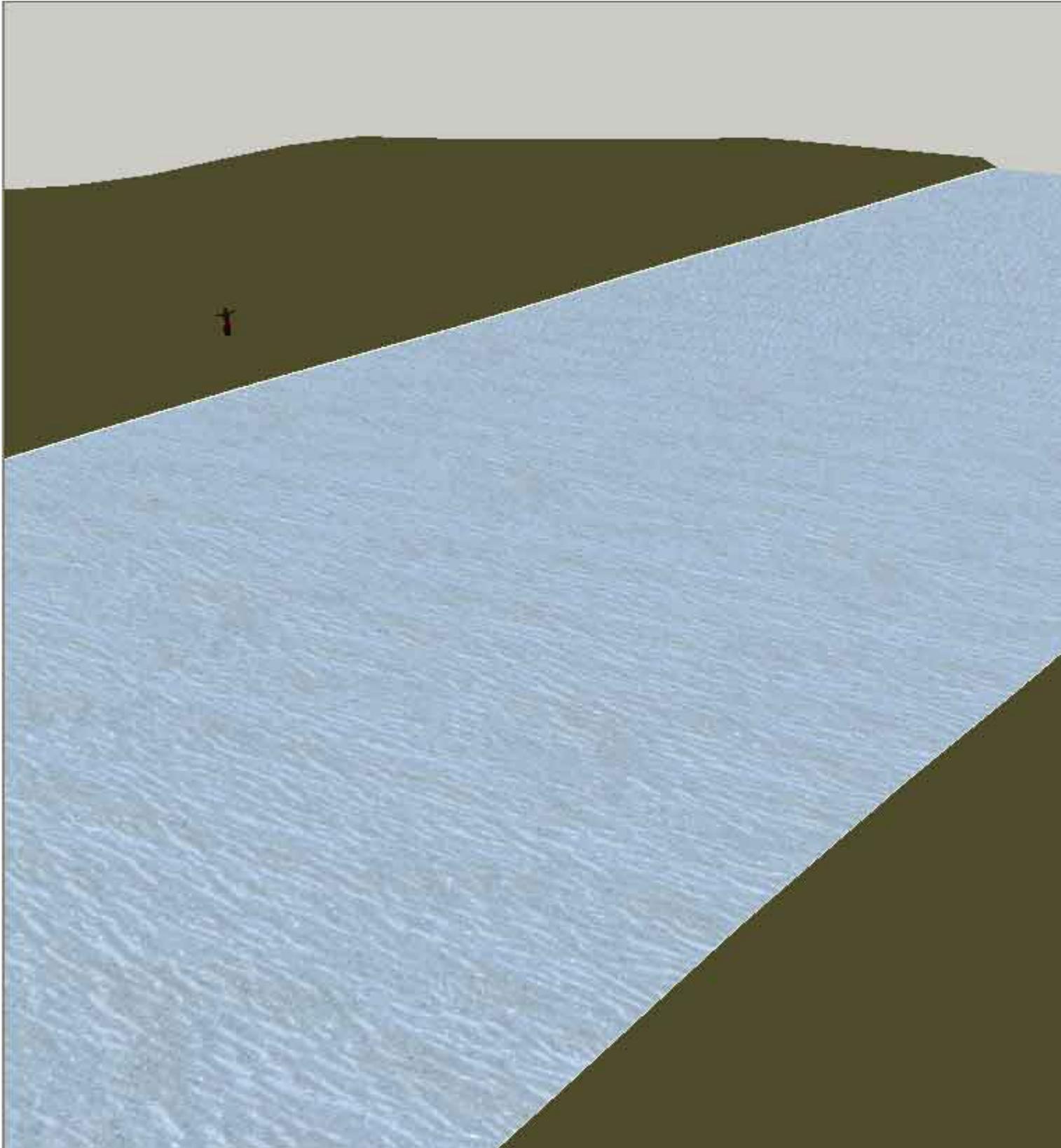
any mappers wanna tell me how to get the water visible?

(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:

File Attachments
1) level_edit.jpg, downloaded 759 times

2) ingame.jpg, downloaded 760 times

Subject: Re: Water, visible in lvledit but not ingame -_-
Posted by Napalmic on Sat, 04 Mar 2006 03:01:42 GMT
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Okay, make sure you didn't light solve the water mesh (uncheck it from the instances tab as to not get a bright white effect on meshes like this). Make sure the textures are included as well, and not just from Renegade. Not all the Westwood FTP textures are in Renegade I believe, or named the same.

If you're going to add fog later on, you'll want to increase the amount of segments so the fog

doesn't shade all of the mesh. Probably about every 20-50 meters.

Also, try reseting the lighting and exporting again to see if it works. If not, it's most likely how you set up the material in RenX.