Subject: falling fountain water... plane created...
Posted by Lynqoid on Sun, 13 Jul 2003 23:50:40 GMT
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ok i have created my plane but cannot work out the captkurt tutorial my water never moves, also i think i dont got the right textures.... can some1 help please.

all i want is for my water to fall down.

Subject: falling fountain water... plane created...
Posted by mike9292 on Mon, 14 Jul 2003 02:15:28 GMT
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u can make any texture move just make sure u put in linear offset and under it type VPerSec=0.1 if u want to raise the speed VPerSec=0.2 VPerSec=0.3 ect

Subject: Re: falling fountain water... plane created...
Posted by Captkurt on Mon, 14 Jul 2003 02:58:31 GMT
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Lynqoidok i have created my plane but cannot work out the captkurt tutorial my water never moves, also i think i dont got the right textures.... can some1 help please.

all i want is for my water to fall down.
What part of my tutorial did you not understand?
I noticed on item #9 of the tutorial you can't see what is typed there. here is what you should have there
BumpScale=0.2
BumpRotation=0.1
UPerSec=-0.01
I have updated this tutorial and am waiting for Gen. Havoc to get it posted.

Subject: ....
Posted by Lynqoid on Mon, 14 Jul 2003 08:34:46 GMT
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well captkurt, i followed it to the detail and my water dont move..... i dunno wether im using wrong textures which look as though they arent moving or what but it never worked

Subject: falling fountain water... plane created...
Posted by OrcaPilot26 on Mon, 14 Jul 2003 13:51:30 GMT
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mybe you should have VPerSec=-0.01 instead of

UPerSec=-0.01

Subject: falling fountain water... plane created...
Posted by gendres on Mon, 14 Jul 2003 15:41:42 GMT
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are you seeing it in renx or W3D viewer??

Subject: falling fountain water... plane created...
Posted by Captkurt on Mon, 14 Jul 2003 16:19:22 GMT
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OrcaPilot26mybe you should have VPerSec=-0.01 instead of
VPerSec=-0.01
What's the difference?

Subject: 'no...
Posted by Lynqoid on Mon, 14 Jul 2003 16:19:59 GMT
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no i am not seeing it in renx, or w3d viewer, all i am seing is a cyan glaze, and nothing moving,
and orca u put the same thing :S

e.g instead of VPerSec=-0.01 put VPerSec=-0.01

Subject: Re: ....
Posted by Captkurt on Mon, 14 Jul 2003 16:23:13 GMT
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Lynqoidwell captkurt, i followed it to the detail and my water dont move..... i dunno wether im
using wrong textures which look as though they arent moving or what but it never worked
You have to be missing something or it would be moving. I suggest you go over it again, and very

---

Subject: ok....
Posted by Lynqoid on Mon, 14 Jul 2003 16:24:26 GMT
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ok..... i will try again, is there somewhere which i can get textures which will definatly give the effect of running water?

Subject: Re: ok....
Posted by Captkurt on Mon, 14 Jul 2003 16:31:57 GMT
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Lynqoidok..... i will try again, is there somewhere which i can get textures which will definatly give the effect of running water?
the tutorial uses certain texturs, you can use others at your chooseing. but If you'd lilke to have the textures I use in the tutorial, and are missing them, give me you're msn or other im and I'll get them to you.

Subject: thankyou
Posted by Lynqoid on Mon, 14 Jul 2003 16:33:43 GMT
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thankyou capt kurt

Lynqoid@hotmail.com

if they are big send them here

Lynqoid@yahoo.com

thankyou it will make my fountain look amazing if it actually has water

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Subject: Re: thankyou
Posted by Captkurt on Mon, 14 Jul 2003 16:41:22 GMT
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Lynqoidthankyou capt kurt

Lynqoid@hotmail.com

if they are big send them here

Lynqoid@yahoo.com

thankyou it will make my fountain look amazing if it actually has water
Check you're email, I mailed it to the first one, it's 1.37 meg in size. and includes 3 texture files.

Subject: thanx.
Posted by Lynqoid on Mon, 14 Jul 2003 16:42:04 GMT
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thanx captkurt i have my msn email alerts on so i will get it as soon as it comes

Subject: Re: thanx.
Posted by Captkurt on Mon, 14 Jul 2003 16:42:31 GMT
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Lynqoidthanx captkurt i have my msn email alerts on so i will get it as soon as it comes
np