Subject: Water Fall Effect Problem
Posted by Sanada78 on Wed, 08 Oct 2003 15:26:27 GMT
View Forum Message <> Reply to Message

I have created a Water Fall to go into my map. I have made it by making the texture Alpha-Blend and changed some of the verticles to black and enabled "Valpla" in the W3D settings to get a more realistic effect. I exported it W3D, and viewed it in W3D viewer. I looked and worked completely fine.

In W3D viewer.

I then viewed it in Renegade editor. I noticed on the water fall I had made this clear line going through it as the texture rolled over the mesh. The clear line moves along at the same speed as the texture. This was continious and this is how it would look the game so I need to fix. I tried different lighting as I thought that was the problem at first. It'll go away if i don't use any vertex colour to get the more real effect, but i don't know any other way I could do it without getting this problem.

In Level Edit.

Subject: Water Fall Effect Problem
Posted by Aircraftkiller on Wed, 08 Oct 2003 16:45:03 GMT
View Forum Message <> Reply to Message

The texture has an alpha channel that is enabled when you turn on the alpha blend option.

The texture that W3D Viewer is seeing is a different version than what actually exists in Renegade. Modify the Renegade texture and remove its alpha channel, or modify your UV mapping to use the alpha channel as the blending area you desire.

Subject: Water Fall Effect Problem
Posted by Sanada78 on Wed, 08 Oct 2003 22:12:00 GMT
View Forum Message <> Reply to Message

Thanks.

Subject: Water Fall Effect Problem
Posted by Deafwasp on Thu, 09 Oct 2003 15:08:08 GMT
View Forum Message <> Reply to Message

There yah go, proof that he is helpfull.