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Subject: Funny Water

Posted by [nopol10](#) on Fri, 08 Dec 2006 01:50:01 GMT

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I followed the Realistic Water tutorial on Renhelp but use jo\_ocean texture for Pass 1 because the water\_texture wasn't on Renhelp. Anyway, when I loaded the map in Leveledit, the water showed up like this:

when the whole box was supposed to have the texture.

So what did I do wrong?

I forgot to mention that if I look at the water from below, the textures show up correctly.

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### File Attachments

1) [ScreenShot09.png](#), downloaded 738 times

