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Subject: Stage Mapping "WS Environment"

Posted by [Jerad2142](#) on Fri, 27 Jun 2014 12:51:54 GMT

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The "WS Environment" mapper doesn't seem to work as well as it did in 3.4.4 (it seems to slide the texture inverse to what you rotate your camera). Normally I would just use another mapper, however it seems every custom map made for Ren (mine included) make use of this effect on the water, thus you are left with EXTRA weird water on 90% of the custom maps.

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