Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 19:51:00 GMT
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Ok can someone PLEASE tell me how to put water on my map in gmax?

Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 19:58:00 GMT
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Oh yeah another thing when you finish your map where do u export it to?...Please Help!!!

Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 20:00:00 GMT
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i dunno about watet..but when your map is done...save it...then export the PKG to your data folder...host a game..select the package...select the map..and whalah =O)

Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 20:02:00 GMT
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theres no 'underwter' in reneagde, so you can only make a plane that has NO COLLISION above the ground to make it look like the sea, and then give it a water texture and a water surface type. (i think, never tried this, just guessing) then whenever the peopel walk over it its splashes... but you can go under watter... like only waist deep or whatever

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Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 20:08:00 GMT
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Im trying to make a rive where then im putting a bridge over it the thing is is where do i get a water texture?...(anywhere?)...the other thing is do i create a plane?..or what i dont know where to start from with water!

Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 20:16:00 GMT
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Ok i am in gmax and i am almost done with my map but i want to test it but the file name is .gmax...How do i convert a .gmax file to a .pkg file?...PLEASE HELP!

Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 20:20:00 GMT
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dude, you export it to w3d and then make that w3d file a terrain in the level editor.check eqvalizers tutorial!

Subject: Water!!!
Posted by Anonymous on Fri, 26 Apr 2002 20:26:00 GMT
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Here ya go, take a gander at This