
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.

File Attachments

1) [ScreenShot09.png](#), downloaded 587 times



Subject: Re: Funny Water
Posted by [R315r4z0r](#) on Fri, 08 Dec 2006 03:47:06 GMT
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Only 2 things I can see that could be wrong:

1, you put fog and did compute vertex solve which gave it that white luster.

What I usually do, is put the water separate from the actual map, compute vertex solve the map, then add the water, so it wont have the white effect.

The other thing I can see might be wrong is that you don't have the texture in your EditorCache Folder in your level's directory.

Take all the textures used in the water, and copy them into that folder then try and run it.

Subject: Re: Funny Water
Posted by [icedog90](#) on Fri, 08 Dec 2006 05:18:43 GMT
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Yeah always compute vertex solve and then add the water. How I used to do this was export the water planes separately, load up the main level W3D in LevelEdit, then compute vertex solve, and then load up the water W3D.

Subject: Re: Funny Water
Posted by [Jerad2142](#) on Fri, 08 Dec 2006 06:50:36 GMT
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The problem is the reflect texture, you reflect texture is on the second pass right (if not you need to make/add it to the second pass). Make sure the colors on the second pass are set to black, because if they are not, and you are adding the reflect texture in, it well force the color to go to white (if you were using multiply and had the colors set to black there would be black spots in the water instead).

Subject: Re: Funny Water
Posted by [nopol10](#) on Fri, 08 Dec 2006 08:48:02 GMT
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I didn't put fog in and as I said, the texture could appear if I went under the water. How do I add the water after the main terrain? Do I put it in as another terrain object?

Subject: Re: Funny Water

Posted by [Jerad2142](#) on Fri, 08 Dec 2006 16:22:59 GMT

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That is not the problem I assure you that it has to do with your reflect effect. Take some pictures of you water texture settings in RenX, and I can tell you what you need to change to get the water to look correct.

Subject: Re: Funny Water

Posted by [nopol10](#) on Sat, 09 Dec 2006 01:39:48 GMT

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Ok, some pics of the settings:

Pass 1 Vertex Material:

Pass 1 Shader:

Pass 1 Textures:

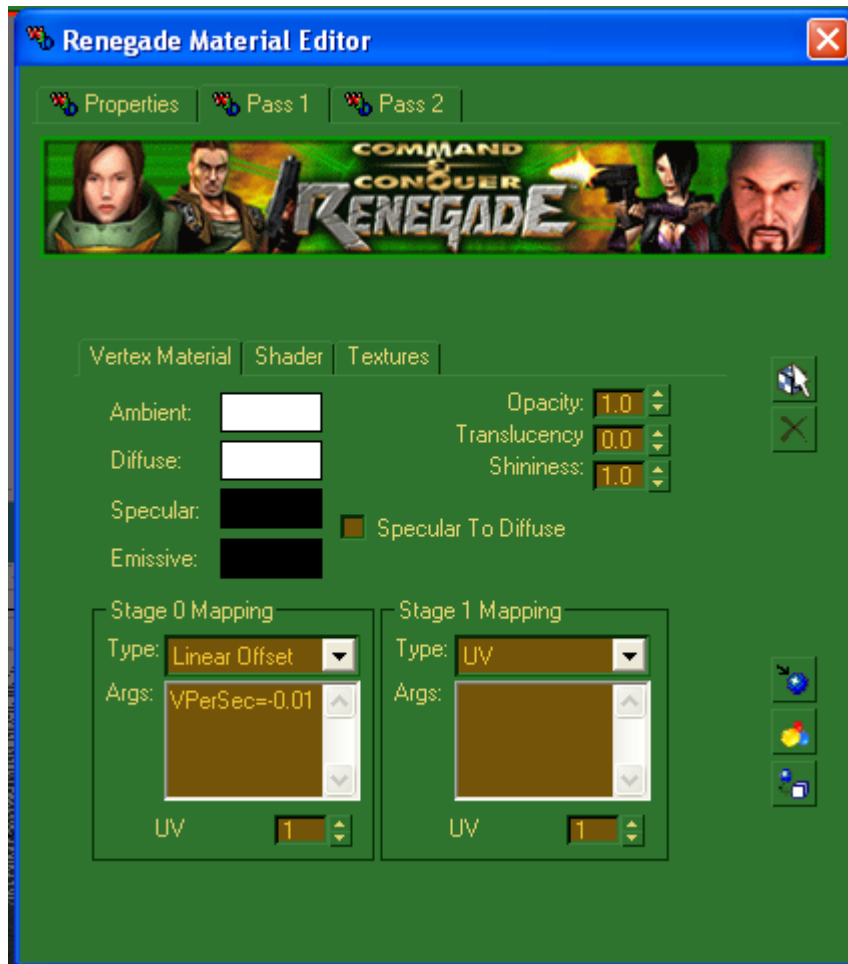
Pass 2 Vertex Material:

Pass 2 Shader:

Pass 2 Textures:

File Attachments

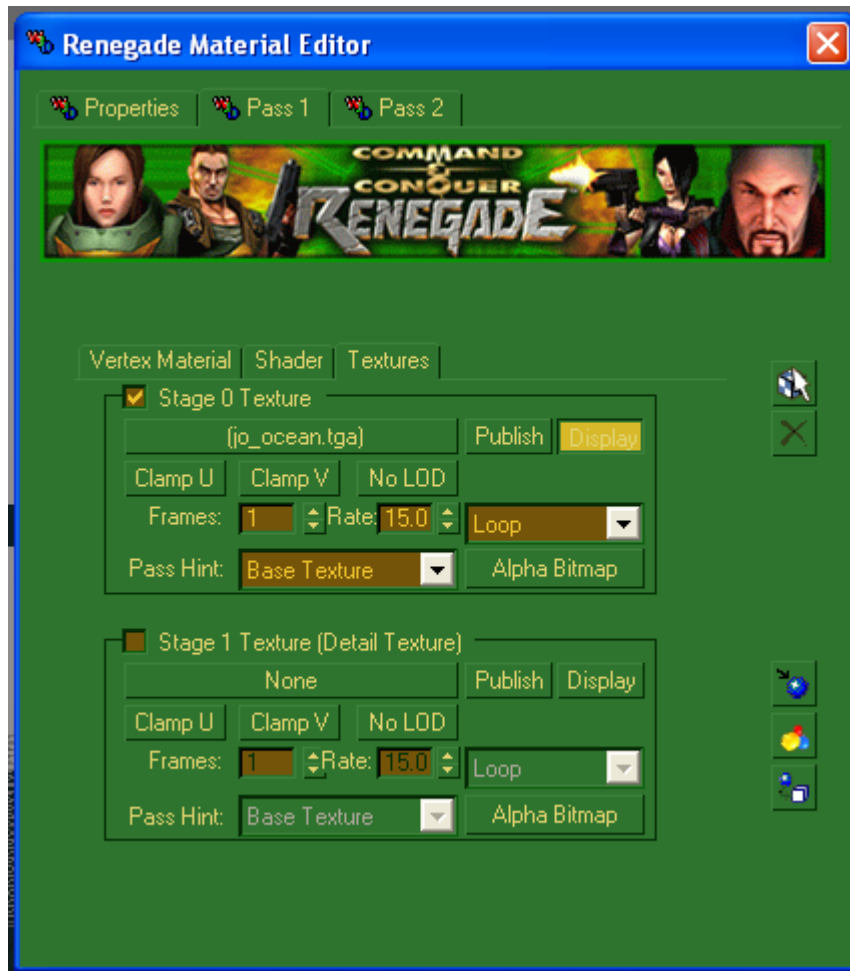
1) [pass1vert.PNG](#), downloaded 390 times



2) [pass1shade.PNG](#), downloaded 397 times



3) [pass1texture.PNG](#), downloaded 413 times



4) [pass2vert.PNG](#), downloaded 392 times



5) [pass2shade.PNG](#), downloaded 392 times



6) [pass2texture.PNG](#), downloaded 391 times



Subject: Re: Funny Water

Posted by [Jerad2142](#) on Sat, 09 Dec 2006 04:15:41 GMT

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Try changing the following:

But if you screw with the "Detail Color" be careful or you might end up with blue red and purple water!

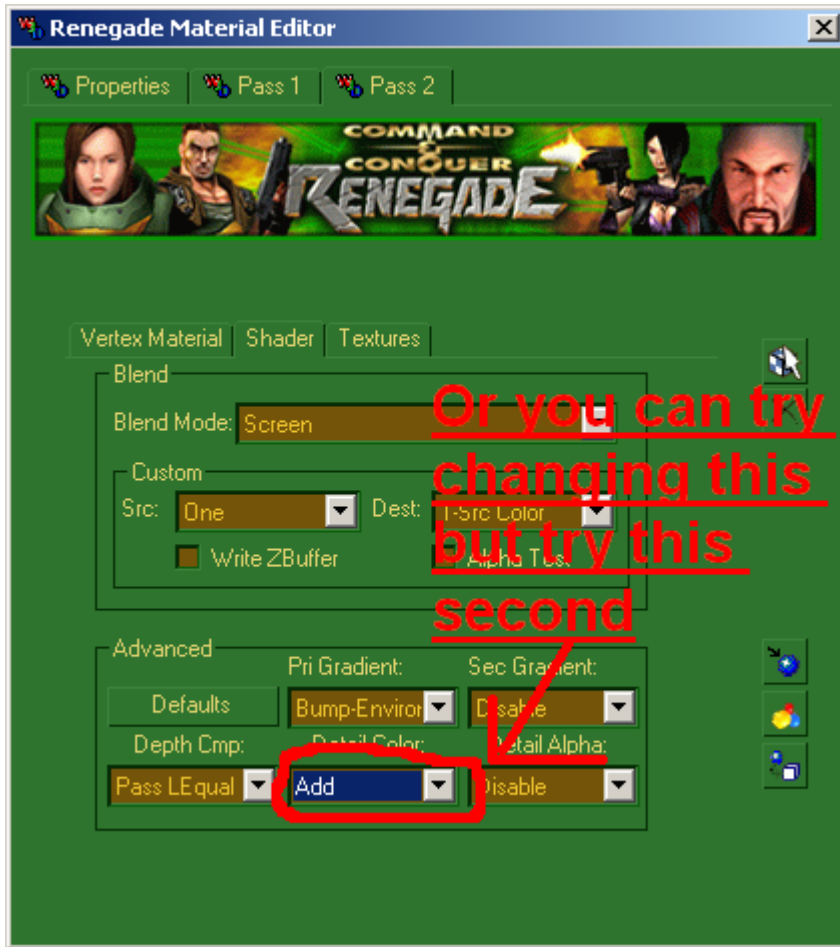
If trying all of these things don't work I will give you some more choices later!

File Attachments

1) [pass 2 vm.png](#), downloaded 382 times



2) [pass 2 s.png](#), downloaded 396 times



Subject: Re: Funny Water

Posted by [nopol10](#) on Mon, 11 Dec 2006 02:03:50 GMT

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The water is ok now, I put the water in after generating solve for the other stuff.
