

---

Subject: Funny Water

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

[View Forum Message](#) <> [Reply to Message](#)

---

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.

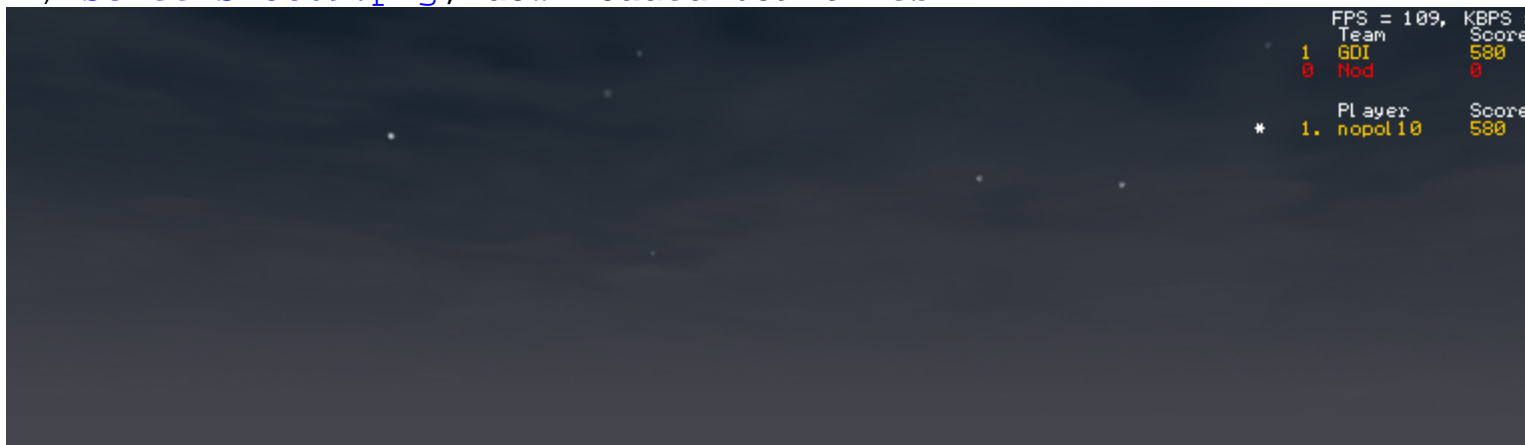
So what did I do wrong?

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

---

### File Attachments

1) [ScreenShot09.png](#), downloaded 659 times



Subject: Re: Funny Water  
Posted by [R315r4z0r](#) on Fri, 08 Dec 2006 03:47:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, some pics of the settings:

Pass 1 Vertex Material:

Pass 1 Shader:

Pass 1 Textures:

Pass 2 Vertex Material:

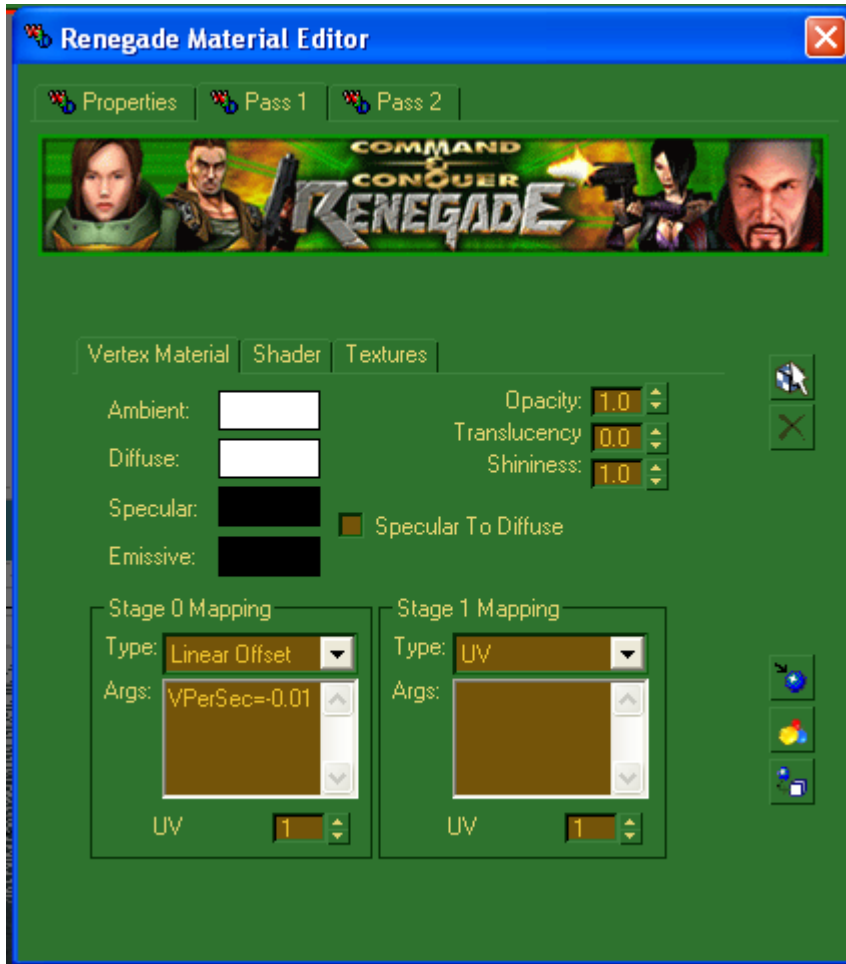
Pass 2 Shader:

Pass 2 Textures:

---

### File Attachments

1) [pass1vert.PNG](#), downloaded 430 times



2) [pass1shade.PNG](#), downloaded 438 times



3) [pass1texture.PNG](#), downloaded 454 times



4) [pass2vert.PNG](#), downloaded 441 times



5) [pass2shade.PNG](#), downloaded 432 times



6) [pass2texture.PNG](#), downloaded 427 times



---

Subject: Re: Funny Water

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

[View Forum Message](#) <> [Reply to Message](#)

---

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 417 times



2) [pass 2 s.png](#), downloaded 428 times



---

Subject: Re: Funny Water

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---