
Subject: Water Lighting Keeps Changing
Posted by [Sanada78](#) on Mon, 26 May 2003 17:13:21 GMT
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For my map I have some water that I have made transparent with the Alpha-Blend the problem is when you move around the water lighting keeps changing from lighter to darker or darker to

Also another thing is when infantry walk though the water there is no water effect but a vehicle does. the water it's self is set as "Water Permeable" with "Projectile" set and the ground below it set to "Water" with "Physical" and "Camera".

Subject: Water Lighting Keeps Changing
Posted by [OrcaPilot26](#) on Mon, 26 May 2003 20:24:03 GMT
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I think compute vertex solve is what screws it up in the first place, try exporting it as a separate model not part of the main terrain and import it into leveledit when you finish the map.

Subject: Water Lighting Keeps Changing
Posted by [SomeRhino](#) on Mon, 26 May 2003 21:04:42 GMT
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Alpha blend is buggy. There's no way around this problem, unfortunately.

Subject: Water Lighting Keeps Changing
Posted by [Aircraftkiller](#) on Mon, 26 May 2003 21:14:57 GMT
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:rolleyes:

I'll direct you to something called a static sorting level... That's all you need to know.

Subject: Water Lighting Keeps Changing
Posted by [Cpo64](#) on Tue, 27 May 2003 21:54:17 GMT
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You suggested this before, but never really explained how to use it properly...
