Subject: Water Sound Not Working
Posted by Sanada78 on Thu, 29 May 2003 01:58:23 GMT
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In my map there is a large water pool. The problem I have is that when a infantry unit walks through it I get no sound from them walking through it. I have tried Water and Water Permeable but none seem to work. The collision settings are correct. I have a top plane which is the water it's self and the bottom plane the ground you walk on.

Also I'm still having the problem where the Water brightness changes when you move around. I can't find anything relating to "Static Sorting Level".

Subject: Water Sound Not Working
Posted by Titan1x77 on Thu, 29 May 2003 16:33:13 GMT
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you need to select the polys unders the water and detach as a underwater sand in the texture settings.

Subject: Water Sound Not Working
Posted by Sanada78 on Thu, 29 May 2003 21:46:28 GMT
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So I would make the plane beneath the water "Sand" for example and the water above it as "Water Permeable"?

Subject: Water Sound Not Working
Posted by Titan1x77 on Fri, 30 May 2003 12:19:48 GMT
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plane beneath it will be underwater dirt...something like that

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