Subject: making water question
Posted by Titan1x77 on Thu, 27 Mar 2003 06:14:42 GMT
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i checked off 2-side ,v-alpha and camera in the w3d options but i can't get my surface propertys to work in commando (water permable nor water).

Ive exported as terrain and hierarchial model....am i suppose to check something else off...or does the ground beneath it have to have the effect?

Subject: making water question
Posted by Captkurt on Thu, 27 Mar 2003 15:16:22 GMT
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Subject: making water question
Posted by Deafwasp on Thu, 27 Mar 2003 19:36:24 GMT
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I assume you want to make a plane and make it look like moving water. Simple. Create a plane, put a water texture on it; then go to pass 1 in the material editor (the thing you get when you press "m" with a mesh selected)
in Stage 0 Mapping, choose Linear Offset. and in the box type "VPerSec=1"
Then hit the assign material to selection button and you should have it.

If you want to make it transparent then adjust the transparency settings in the same editor, but check valpha. and then go into the w3d tools pallete and check the box that says "VAlpha".

You can also rotate the texture on the mesh to change its direction. and if the texture is going the wrong direction change the VPerSec to UPerSec

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Subject: making water question
Posted by Titan1x77 on Thu, 27 Mar 2003 19:49:52 GMT
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i know how to make moving water..........

I want to know why ...when i run thru the water it doesnt make the running thru water sound!!!!
The surface property's arent working.

Subject: making water question

Posted by Cpo64 on Thu, 27 Mar 2003 20:00:23 GMT
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It might be your graphic settings?

Subject: making water question
Posted by Titan1x77 on Thu, 27 Mar 2003 21:13:50 GMT
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graphic settings in-game...hmm,i'll have to look at them when i get home.

i doubt it though...last time i ran thru water in a map i remember the water sound

Do i have to have the water surface on whats beneath my water plane???

Subject: making water question
Posted by SomeRhino on Thu, 27 Mar 2003 21:58:41 GMT
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Surface effects only work on physical meshes.

Subject: making water question
Posted by Deafwasp on Thu, 27 Mar 2003 23:09:38 GMT
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The actual mesh your characters feet touch make the footfalls sounds. I suggest detaching the underwater polygons and setting them on "Underwater Dirt". This will make the splashy sound.......F0000!

Subject: making water question
Posted by Titan1x77 on Fri, 28 Mar 2003 04:09:03 GMT
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thanks wasp!!

You da man...hopefully this will work

So i have to lower the polygons to exactly the same height as the terrain below them?

Subject: making water question

Posted by Deafwasp on Fri, 28 Mar 2003 05:38:41 GMT
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no.

The mesh that makes up the water does nothing. It is the mesh that havocs feet actually walk on that dictate what sound the ground makes when you walk on it.

Hovoc---------------V

~Clouds~~~~~~\0/~~~~~~~~~~~~
So this: _____[]_____   (is the water, make the material of this "Water")
This:_____/ _____   (is the mesh havoc walks on. Make this material "Underwater Dirt". And you will get what you want)

I can help people. Depends on what mood I am in, and who I am helping. This was done under a "Good" mood.

Subject: making water question
Posted by Titan1x77 on Fri, 28 Mar 2003 21:50:05 GMT
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thanks ...i figured it out