

# Level Editor - Water

## Area - liquid

Start with pressing on Areas (8). On the left side of the level editor you can press on a dropdown box. Press it and look for "Liquid" when

you find it you press it.

<http://img600.imageshack.us/img600/6153/liquid.png>

When you got Liquid selected you need to make an area where you want the water to be, don't make it too high or u'll player will drown.

<http://img62.imageshack.us/img62/2634/liquid2.png>

Then press left mouse to create it. Now you have the waterish in the water. Now you need to make a plane that will set the texture

for the water.

## Plane - water

<http://img580.imageshack.us/img580/3473/planekr.png>

Press on Planes(9) > Search for a material > Textures > Water > Choose the water for your liking.

I preffer sewer\_water since it gives you the creeps.

Make the plane as big as the Area is.

<http://img219.imageshack.us/img219/7316/plane2.png>

Drag the water ontop of the liquid area

<http://img231.imageshack.us/img231/2337/plane3t.png>

Click on the water and go to Primitive tab and uncheck the "Collides" box.

<http://img705.imageshack.us/img705/4038/plane4.png>

Hope you find this usefull. Contact me (xtron) if you got any requests or questions.

*created by xtron*

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