

Level Editor - Water

Area - liquid

Start with pressing on Areas (8). On the right 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 have Liquid selected you need to make an area where you want the water to be, don't make it too high or you will 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. (Tip: It just goes on top so when you look down in-game you will see Water, if you do not set a plane, there will be water but it will be invisible.)

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

From:
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:
https://wiki.frictionalgames.com/hpl2/tutorials/level_editor/tutorial_4

Last update: **2011/10/11 00:07**

