

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://imageshack.us/photo/my-images/695/liquid.png/>

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

<http://imageshack.us/photo/my-images/193/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://imageshack.us/photo/my-images/803/plane.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://imageshack.us/photo/my-images/842/plane2v.png/>

Drag the water ontop of the liquid area

<http://imageshack.us/photo/my-images/837/plane3.png>

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

<http://imageshack.us/photo/my-images/705/plane4.png/>

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

created by xtron

Last update:

2011/07/14

01:54

hpl2:tutorials:level_editor:tutorial_4 https://wiki.frictionalgames.com/hpl2/tutorials/level_editor/tutorial_4?rev=1310604841

From:

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

Permanent link:

https://wiki.frictionalgames.com/hpl2/tutorials/level_editor/tutorial_4?rev=1310604841

Last update: **2011/07/14 01:54**

