

Water

func_liquid

Here is a quick tutorial on getting water into your map.

Func_liquid is the entity that identifies the volume of water bodies.

Adding water bodies to the map

Start by creating a brush with the "common/nodraw" material. You can make it slightly larger than the water_surface's area and the brush can overlap with other geometry.

Then for the top surface select one of the "textures/liquids/*" materials.

[HINT:Not "fluids"]

Then, with the brush selected, make it a func_liquid with right click->func->func_liquid. You can see if you were successful if the brush outlines turn blue.

Water Materials

This section describes the various keywords you should include in your water material.

- materialType water :To achieve water splashes and sounds
- Translucent: To achieve transparency in your water material you need only include the translucent keyword.
- Nonsolid: So you can shoot through.
- Water: To indicate that you can swim in the water
- Twosided: If you want to see the water from both sides.
- Noshadows: Although not entirely realistic you should also include the noshadows keyword in your water materials.

Provided materials in DeltaCTF:

- textures/liquids/dirtywater (dirty water)
- textures/liquids/cleanwater (dirty water)
- textures/liquids/lava (lava)
- textures/liquids/slime (toxic slime)

For more information on how to create custom water-effects please refer to this Tutorial : http://www.modwiki.net/wiki/How_to_add_water

Most likely you will never want to use the real-time reflections but use cube maps on your custom materials. Firstly they are not broken by Visportals and secondly they use much less performance while still remaining nice visuals.

[HINT: envshot command works only in 640*480 windowed mode and the correct folder is "gfx/env" not "env"]