

Id	Name	Category	Site	Link	Author	Date	Description
9527	Underwater Effects v1.3	MWE, MWSE, MGE	MMH	63-11982	Linora, Peachykeen	2012-11-16	This simply just adds a blur and a wavy aquatic effect when underwater. Due to new developments in MGE, this no longer requires any scripts. Just follow the instructions in the readme, and you'll be good to go. (I also included a brief explanation on how one can set any shader to be u...
8210	Underwater Effects	Miscellaneous	MMH	53-13345	Linora, Peachykeen	2009-03-28	This simply just adds a blur and a wavy aquatic effect when underwater. Due to new developments in MGE, this no longer requires any scripts. Just follow the instructions in the readme, and you'll be good to go. (I also included a brief explanation on how one can set any s...