

WaterIndices.txt

Block			
waterindices	0/65536	0/131072	(0.0%)
HollowBlock			
waterindices	0/65536	0/131072	(0.0%)
HollowInnerTexturedzs			
waterindices	0/65536	0/131072	(0.0%)
BoxThroughHollow + BoxTouching lm 16			
waterindices	42/65536	84/131072	(0.1%) //All
!textured && Block Textured			
waterindices	36/65536	72/131072	(0.1%) //All
textured			
waterindices	72/65536	144/131072	(0.1%) //Block
!textured			
Same lightmap			
waterindices	42/65536	84/131072	(0.1%) //128
waterindices	42/65536	84/131072	(0.1%) //64
waterindices	42/65536	84/131072	(0.1%) //32
waterindices	57/65536	114/131072	(0.1%) //24
waterindices	36/65536	72/131072	(0.1%) //18
waterindices	36/65536	72/131072	(0.1%) //17
waterindices	90/65536	180/131072	(0.1%) //15
waterindices	90/65536	180/131072	(0.1%) //14
waterindices	90/65536	180/131072	(0.1%) //13
waterindices	90/65536	180/131072	(0.1%) //12
waterindices	84/65536	168/131072	(0.1%) //11
waterindices	96/65536	192/131072	(0.1%) //10
waterindices	96/65536	192/131072	(0.1%) // 9
waterindices	138/65536	276/131072	(0.2%) // 8
waterindices	114/65536	228/131072	(0.2%) // 7
waterindices	0/65536	0/131072	(0.0%) // 6
waterindices	0/65536	0/131072	(0.0%) // 5
waterindices	0/65536	0/131072	(0.0%) // 4
waterindices	0/65536	0/131072	(0.0%) // 3
waterindices	0/65536	0/131072	(0.0%) // 1
Same edges			
waterindices	24/65536	48/131072	(0.0%) //Sides
waterindices	24/65536	48/131072	(0.0%) //Sides +
top			
waterindices	24/65536	48/131072	(0.0%) //Sides +
Top + Bottom			