Subject: New dangerous tiberium...found
Posted by Cpo64 on Thu, 29 May 2003 17:13:06 GMT
View Forum Message <> Reply to Message

What you do is...
　　　You detach the portion of the terrain that you wish to be tiberum, and apply a material that has the tiberium texture as Pass 1, and your "dirt" as pass 2. Also, at this time set the material type to tiberium. Paint every part of the area that you detached black except the outer edges black, and with some tweaking you should be done.