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Subject: Detachment question in renx

Posted by [maytridy](#) on Sun, 01 Jun 2003 18:08:41 GMT

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You could do that or:

Just detach the section that you wish to be tiberium. Around the edges, blend the texture that is around the tiberium field (e.g. grass, dirt, etc.) and set the material to tiberium. You should have pretty close damage zones.

Do you follow me?

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