
Subject: Heighfield Problem in LE

Posted by [npadul30](#) on Mon, 04 Jun 2007 14:57:05 GMT

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So, I was trying to make a heightfield and the base material is L05_grass.tga and then the second material is, some sort of cliff texture, I applied the surface type in LE at the bottom. But, in Renegade when you shoot the ground it sounds like hitting something weird. Also when you walk across the ground or drive it sounds like the base material, grass.
