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Subject: Re: Is this a mipmap problem or with ren or Both  
Posted by [AoBfrost](#) on Thu, 06 Sep 2007 01:50:58 GMT

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Turn world/level detail to max and use scripts.dll 3.4 since it smoothes out stuff and makes it look realisticly seperated, not like a line seperates dirt from tib, it makes it look like the tiberium slowly recedes from the dirt

BTW did you notice scrin call tiberium ichor? ichor fields is what they call it in cnc3, ichor fields ftw

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