
Subject: Re: Heightfield Texturing problem
Posted by [bat66wat6](#) on Wed, 14 Nov 2007 16:50:37 GMT
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The main problem is the base Terrain textures with Heightfield
Because it's set to rock by default but it sounds like metal...

Oh and why don't my tiberium fields hurt me
I changed the Surface Type to Tiberium Field>?
