
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Fabian](#) on Fri, 09 Jan 2009 00:19:25 GMT

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Map way to texture your map or did you use a "brush" or something like that ?

I just unwrapped the terrain properly. Instead of just giving it a quick box unwrap or something, I unwrapped it as if it were a tank or character.

Do other people see what u6795 see? All that black should be grass...
