Subject: Re: LevelEdit Dreck
Posted by mrÃ£Ã§Ä·z on Tue, 16 Jun 2009 21:17:26 GMT

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You mean Paint a Tiberium Texture? You cant in LE. You can only paint Tiberium in LE if you made a heightfield Map. You need to Edit/Texture the orginal W3D in RenX / Max.