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Subject: Re: Blending 3 textures

Posted by [zunnie](#) on Fri, 18 Jan 2013 10:05:38 GMT

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Looks nice man. Very interesting.

Only one note: I noticed in your preset tree that you "ADD"-ed the preset for the terrain.

When you make a custom map you NEVER-EVAR "Add" things, you must always "TEMP" them.

Edit: Also make sure the temped presetname you give it is 100% unique in the entire preset-list.

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