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Subject: Tiberium damage

Posted by [Deafwasp](#) on Sun, 21 Dec 2003 17:07:54 GMT

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Any mesh that has the surface type to tiberium will cause damage when walked over. If you use alpha blending to make a smooth blend from grass or dirt or whatever to tiberium, it starts damaging the player on the blended terrain as well.

So make sure whatever tiberium ground you want to damage the player is set to Tiberium as the surface type.

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