
Subject: Renegade material type, rock,metal,wood etc
Posted by [bighairybear](#) on Sat, 13 Mar 2004 15:12:51 GMT
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Setting the material type in the material editor doesnt seem top make any difference.
I can set an object to be grass, rock, concrete, wood, tiberium etc but. when i play the level it
always sounds and acts like metal.

I dont understand why it aint working.
