
Subject: Re: Renegade material type, rock,metal,wood etc
Posted by [Titan1x77](#) on Sat, 13 Mar 2004 19:43:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

bighairybearSetting 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.

are you using heightfeild?...if so,it doesnt work.

Start playing around with ren-x...much better results once you get the hang of it.
