Subject: Detachment question in renx
Posted by xpontius on Sun, 01 Jun 2003 05:55:46 GMT

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On my map im tryin to do what i asked before about making my alpha blends seperate surface properties. I got the detachment thing done but i still cant get the dirt part of the island mesh to be dirt without interfering with the tiberiums properties-thus making the tib...dirtlike damage wise. I need to know how to get my tib to be set to tibground surface property and my dirt unaffected and left as a dirt surface property. This is all on one mesh where i detached the tiberium part. Im trying to be as clear as possible k. :eh: