Subject: repairing the guard towers
Posted by [REHT]Spirit on Tue, 03 Jun 2003 15:43:10 GMT

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Ok, in the material editor thingy where you tell it what texture(s) to use, in the very first tab which you see when you open it there's a pull down box with the material type (tiberium, wood, etc), that's what I'm talking about. Can't change it in the W3D Viewer.