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Subject: Re: Heighfield Problem in LE  
Posted by [Slave](#) on Mon, 04 Jun 2007 17:24:57 GMT  
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Even when the blend is 99% made up out of rock and 1% out of grass, you will still have grass surface effects. That is, like Recon said, because grass is the base surface in your heightfield.

You just met one of the downsides of heightfield maps.

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