Subject: Tiberium damage
Posted by CnCsoldier08 on Sun, 21 Dec 2003 16:58:57 GMT
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how do you get all of your tiberium to do damage, on my map only in the middle of the crystals do it.

Subject: Tiberium damage
Posted by Deafwasp on Sun, 21 Dec 2003 17:07:54 GMT
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Any mesh that has the surface type to tiberium will cause damage when walked over. If you use alpha blending to make a smooth blend from grass or dirt or whatever to tiberium, it starts damaging the player on the blended terrain as well.

So make sure whatever tiberium ground you want to damage the player is set to Tiberium as the surface type.