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Subject: Re: RenX/GMAX freedom

Posted by [Veyrdite](#) on Fri, 16 Nov 2007 21:38:22 GMT

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You can have working tib fields! The no. 93948732 bug for height fields is that surfaces will transform into the base texture's surface if they are painted 100% on top. Once you have done your tib field change your brush to 0.2 (not size, the other thingy) and paint over it lightly with the base texture.

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