Subject: Re: Heightfield Texturing problem
Posted by The Elite Officer on Mon, 19 Nov 2007 16:59:53 GMT

Because they only use the effects and sounds from the base texture.

In order to get the fields to hurt you, you have to go to Object--->Damge Zone---->Tiberium Damage Zone-pink

But you have to change the damage type to "Tiberium no shell" or something like that.