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Subject: Re: Repairbay arc in the map on a random location

Posted by [Veyrdite](#) on Sat, 31 May 2008 10:53:18 GMT

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Remember to get the tiberium working on Height-Field maps you need to paint over it very slightly with the base texture. Otherwise it is calculated as the base material.

EDIT: How does it "suck" mines?

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