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Subject: Re: Release - C&C\_Hourglass\_Flying\_BETA  
Posted by [mrŁÄŞÄ-z](#) on Fri, 09 Jan 2009 15:55:23 GMT  
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18:48me at 75 FPS, did you use the normal UVW Map way to texture your map or did you use a "brush" or something like that ?

I just unwrapped the terrain properly. Instead of just giving it a quick box unwrap or something, I unwrapped it as if it were a tank or character.

Do other people see what u6795 see? All that black should be grass...

Oh yeah its a small map, on big maps the terrain wouldnt have a good Resolution right ?

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