18:48me at 75 FPS, did you use the normall 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 terrein wouldnt have a good Resolution right ?