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Subject: Renegade material type, rock,metal,wood etc  
Posted by [Aircraftkiller](#) on Sat, 13 Mar 2004 19:49:52 GMT  
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He's not talking about heightfield, idiot. There is no material editor in heightfield terrain editing.

If you're having issues with materials sounding metal, regardless, you need to stop using the material navigator to apply textures.

Using the material navigator causes the light metal material to be used, regardless.

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