
Subject: just can't get the hang of texturing my map in G-max!!

Posted by [StoneRook](#) on Mon, 17 Mar 2003 20:36:59 GMT

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nope - heightfield was a *beta* function - and one of the drawbacks was the sound of the different materials. (didn't work)

it was suppose to be fixed ... - but alas, WestWood is no more...

best bet - learn to model in gmax and skip heightfield....
