
Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Wed, 28 May 2003 19:27:50 GMT
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Can anyone tell me why my tib damage zones slowly eat away at tanks?
If not....NEW RARE TIBERIUM DISCOVERED!!! :twisted:

Subject: New dangerous tiberium...found
Posted by [Captkurt](#) on Wed, 28 May 2003 19:29:41 GMT
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Did you set it up in the usual way?

Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Wed, 28 May 2003 19:30:27 GMT
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Like every single tutorial ive seen said to...lay out pink damage zone over tiberium....am i missing something here?

Subject: New dangerous tiberium...found
Posted by [Captkurt](#) on Wed, 28 May 2003 19:31:23 GMT
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NOOOOOO< you don't use the pink stuff for tiberium. not in the normal setup.

Subject: New dangerous tiberium...found
Posted by [Captkurt](#) on Wed, 28 May 2003 19:32:38 GMT
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Just apply the texture like normal in RenX, but while in the texture editor, just select that it's Tiberium. And your done, the pink is what is prob. killing your tanks..

Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Wed, 28 May 2003 19:32:56 GMT
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??ummm?

Subject: New dangerous tiberium...found
Posted by [maytridy](#) on Wed, 28 May 2003 20:09:03 GMT
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The material type. Like grass, water etc. Set it to Tiberium in the material editor.

Subject: Re: New dangerous tiberium...found
Posted by [Majiin Vegeta](#) on Wed, 28 May 2003 21:11:41 GMT
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xpontiusCan anyone tell me why my tib damage zones slowly eat away at tanks?
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hey thats kewl!!!!

maybe this could be used on a map

Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Wed, 28 May 2003 21:58:49 GMT
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Well if thats the answer ill incorporate it in my next map but perhaps it would go well with the plot of pacific -NEW TIBERIUM FOUND- what else would they be doing on desert islands

Subject: New dangerous tiberium...found
Posted by [rawapple](#) on Wed, 28 May 2003 22:44:10 GMT
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you could use that on lava and acid :twisted:

Subject: New dangerous tiberium...found
Posted by [bigwig992](#) on Thu, 29 May 2003 02:00:49 GMT
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Personally, I think that's a really stupid idea.

Subject: New dangerous tiberium...found
Posted by [Cpo64](#) on Thu, 29 May 2003 04:22:40 GMT
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So do I, but whatever :rolleyes:

Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Thu, 29 May 2003 16:04:08 GMT
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Another question- how do you get the alpha blended part which is tiberium to harm but leave the other part of the texture out of it, say just dirt?

Subject: New dangerous tiberium...found
Posted by [Cpo64](#) on Thu, 29 May 2003 17:13:06 GMT
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What you do is...

You detach the portion of the terrain that you wish to be tiberium, and apply a material that has the tiberium texture as Pass 1, and your "dirt" as pass 2. Also, at this time set the material type to tiberium. Paint every part of the area that you detached black except the outer edges black, and with some tweaking you should be done.

Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Thu, 29 May 2003 22:06:54 GMT
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I dont understand what you mean about detaching. Ill do some guess work and try to detach -with me being somewhat new to map making and all .

Subject: New dangerous tiberium...found
Posted by [maytridy](#) on Thu, 29 May 2003 22:50:42 GMT
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Go into sub-object mode, select the vertices\faces and right click. Select detach it the quad-menu.

Subject: New dangerous tiberium...found
Posted by [xpontius](#) on Fri, 30 May 2003 00:10:23 GMT
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After a while i think i get it. Although i still like the idea of a new version of very acidic tiberium and might incorporate it into my map(s). Thx for help too.

Subject: New dangerous tiberium...found
Posted by [spreegem](#) on Fri, 30 May 2003 20:46:27 GMT

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cool tiberium
