

---

Subject: Maps

Posted by [Anonymous](#) on Thu, 26 Dec 2002 00:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Whenever I make a plane, and turn it to an editable mesh, and stretch it, (To make mountains and stuff)It looks square, with flat faces. How do I make it smooth, with curved surfaces?? (Like in all of Ack's maps)

My Map

Below<http://www.geocities.com/maytridy/WWSC.html?1040847013404>

---