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Subject: Hightfield

Posted by [Anonymous](#) on Mon, 02 Dec 2002 19:19:00 GMT

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quote:Originally posted by Ingrownlip:It makes a terrain based upon a grayscale bitmap.Yes, click the help option in the top of the main section in the Mod Forum.It doesn't have to be from a bitmap. I designed all of my heightfield maps by hand without any kind of initialization bitmaps.

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