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Subject: Heightfield and .gmax map mixing.  
Posted by [Burn](#) on Tue, 01 Mar 2005 23:23:14 GMT  
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Yeah, well that's what I've been doing for every map I've made so far.

This map, however, is just being so weird. I got rid of the heightfield thing, and started over from scratch. I made my ground, buildings, and everything in RenX, exported to LevelEdit, exported from there, and tested my map again. But, this time nothing but the buildings showed up. At least before I had a plane but now I have nothing but the buildings.

EDIT: My old heightfield settings are still there even though I started a new LevelEdit file from scratch (still in the same map folder though). Is there any way I can delete that heightfield?

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