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Subject: Re: building problem in level edit  
Posted by [Slash0x](#) on Wed, 27 Jul 2005 05:29:12 GMT  
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You can do pretty remarkable things with heightfield maps if you use it correctly. I've seen a lot of the newer games (of course, with much higher level of shading with shadows and etc.) use this technique. Allows smooth terrain and hills to look more realistic than the 5 poly hills you usually see in Renegade.

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