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Subject: New map - Wilderness DM - screenshots inside!

Posted by [mike9292](#) on Tue, 29 Apr 2003 00:33:59 GMT

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maytridyNo, i definatly think that it was heightfield, because he blended like 4 textures right next to each other. (almost impossible to do in Renx by detaching) And it looks like heightfield. the more segs the plane has the smaller the paint gets

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