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Subject: Height Field Bitmaps

Posted by [StoneRook](#) on Mon, 19 May 2003 13:57:27 GMT

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Actually -

you can use the "displace" modifier in RenX to make "height field" maps --- and you don't have the limitations that you do with the Commando HF part.

i have used it quite successfully in making unique terrain. It takes a bit of work (to texture it up)

(the stuff for the Mutant video was made with a custom hf map)

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