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Subject: Re: Heighfield Problem in LE

Posted by [Veyrdite](#) on Mon, 11 Jun 2007 03:13:12 GMT

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tib fields dont work if you vertex paint them 100%, another problem.

other annyng problems

-the heightfields are square when you create them nomatter what the measurement settings

-the heightfield input measurements are x10

-they casue shadow problems

-you cant make tunnels

-you cant undo mistakes

-if you accidently modify something under some w3d work you're stuffed unless you saved only a sec before you did it

-cant rotate or apply the uvw in a rectangular shape

-cant make good water

-bad waste of polys on large flat areas

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