
Subject: Re: Heighfield Problem in LE
Posted by [Slave](#) on Mon, 11 Jun 2007 17:35:54 GMT
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I still believe it's a pretty nice solution if you want to make a simple map fast without gmax knowledge. The functionality is put there for a reason; Making a simple map, in only a few clicks, with a relatively high fun factor.

w00t, oversized downhill stunt-racemap

Generating a map out of a bitmap image can be really fun, and is extremely easy to do.
