
Subject: Re: Half-Life 2 Style Map Making
Posted by [Jerad2142](#) on Thu, 05 Mar 2009 19:13:37 GMT
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Gen_Blacky wrote on Wed, 04 March 2009 21:08you could just expand on hightfield tools tools if you had the source.
I've never used the heightfield stuff in my life, is it very useful, ever more useful then RenX (in any cases what so ever)?
