Subject: how do i
Posted by Anonymous on Sun, 10 Nov 2002 11:29:00 GMT
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make a map in heightfield and then export it into renx

Subject: how do i
Posted by Anonymous on Sun, 10 Nov 2002 13:17:00 GMT
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Can't be done

Subject: how do i
Posted by Anonymous on Sun, 10 Nov 2002 13:49:00 GMT
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There is a "displace" modifier for planes in RenX. Check into using that.

Subject: how do i
Posted by Anonymous on Mon, 11 Nov 2002 10:46:00 GMT
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If you dont have a greyscale height map of the terrain, using FFD's (free form deformers) would be one way of trying to copy what you made as a heightfield in lvl edit.You will end up with a lot of polys, but it shouldn't be too big a problem for renegade

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