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Subject: polys in heightfield

Posted by [Anonymous](#) on Mon, 24 Feb 2003 22:01:00 GMT

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in heightfeild no matter how high i make a hill it remains the same polysbut beware the polys in a heightfeild are insanemy whole map must be atleast 150,000 polys not including objects or tiles{{{WHY is it when i look off the map i still have like 30,000 polys in my veiw??}}}I think im gonna have to make my terrain in g-maxNow i know why the frame rate is so lowl cant lower the poly on my heightfield once it has been made right??And does density effect this poly count on heightfeild?

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Subject: polys in heightfield

Posted by [Anonymous](#) on Tue, 25 Feb 2003 05:43:00 GMT

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Just learn to use Gmax. You can get a lot more detailed/custom/lower poly maps that actually look good (with skill and practice)

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