
Subject: I'm making a Heightfield Map in LE
Posted by [Distrbd21](#) on Mon, 22 Jun 2009 01:45:37 GMT
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Is there away to take it into renx to add tunnels? or is there away to make the in LE on the map?

also is there away to make the polys go way down?

I'm not done with my map and havn't added the buildings yet and it's 119,558 polys keep in mind that it is a 500x600 map.

Subject: Re: I'm making a Heightfield Map in LE
Posted by [Altzan](#) on Mon, 22 Jun 2009 03:21:34 GMT
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Well, except you already started, I'd recommend using this tutorial and then add tunnels. I don't think tunnels are possible with heightfield.

Subject: Re: I'm making a Heightfield Map in LE
Posted by [crazfulla](#) on Tue, 23 Jun 2009 14:56:51 GMT
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Altzan wrote on Sun, 21 June 2009 22:21Well, except you already started, I'd recommend using this tutorial and then add tunnels. I don't think tunnels are possible with heightfield.
correct
