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Subject: Whats hightfield?

Posted by [Anonymous](#) on Sat, 22 Feb 2003 02:36:00 GMT

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It's a really basic map editor, i used it for test maps to tet out scripts. It works okay for a basic Deatchmatch but is not as powerful as Gmax. Vis sectors stop things on your map dropping out of view when they shouldn't. A vis sector is simply a mesh with vis collision enabled on it and is normally a basic copy of the terrain. Several layers of vis are needed if your map includes aircraft normally with around 10meters in between each layer.Hope this explains

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