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Subject: heightfield

Posted by [Anonymous](#) on Mon, 17 Feb 2003 13:06:00 GMT

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to make a half \*\*\* tunnel in heightfeild you would have to lower the ground then put a 2 sided plane or box on top of your path leading down.....this is a half \*\*\* way of doing it but it resembles a tunnel alot of editing has to be done with ur ground in able to do this.....theres no ways of making tunnels besides this way or p[ossibly making a pipe and cutting out the ground and use a ladder to get into and out of the tunnel.....and you can only import buildings into heightfeild

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