
Subject: Read this if you want to know about heightfeild =)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:49:00 GMT
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~cutout~cutout can be easliy undone by using the right mouse button whilst on the cutout tool to refill the gaps that you may have accidentaly erased. The tool will also retin height information, meaning that if you erase a big mountain and you wish to undo it then the terrain will re appear in its original state.Hope this has been of some more help to you Btw check out the renegade tutorials on www.cnchq.com it shows you how to add buildings using RenX to a heightfield. Adding buildings does require a lot of jiggery poker though.
