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Subject: how do i

Posted by [Anonymous](#) on Mon, 11 Nov 2002 10:46:00 GMT

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If you dont have a greyscale height map of the terrain, using FFD's (free form deformers) would be one way of trying to copy what you made as a heightfield in lvl edit. You will end up with a lot of polys, but it shouldn't be too big a problem for renegade

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