

---

Subject: Moving buildings in leveledit

Posted by [WNxCABAL](#) on Fri, 11 Feb 2005 13:32:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Heightfield is totally crap as you are restricted to a limited distance, and you cannot see it all the map. With RenX, you have an unlimited visible range and can control the terrain much better than using some crappy tool.

---