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Subject: Re: In the mood to map...

Posted by [Slash0x](#) on Fri, 14 Oct 2005 15:57:49 GMT

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Oblivion165 wrote on Fri, 14 October 2005 08:31 Nice, but land that smooth has to be high poly. Actually, it stayed pegged at FPS @ 60 most of the time. I used Heightfield to create the terrain.

idebo wrote on Fri, 14 October 2005 07:55 Makes me wanna play Renegade again. Though, those big trees could use some work.

Haha, I made those awhile back. A few branches I've been meaning to fix, etc.

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