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Subject: Re: Making Terrain

Posted by [bat66wat6](#) on Thu, 22 Nov 2007 16:42:01 GMT

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Back on Topic now

But when i make a Editable Mesh e.g terrain

And change it to UVW mapping i think. It gives me loads of those dots that i can play with to shape terrain.

But what if i want more of them? So i can further shape it to my likings. Becayse my terrain seems blocky all the time.

How do i get more little dots on my terrain in RenX?

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