
Subject: Heightfield...?

Posted by [Titan1x77](#) on Wed, 23 Jul 2003 07:15:51 GMT

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play a couple of my early maps..Tiberium cave, Tiberium pit2...those are heightfield maps....You cannot create vis, Thus making your map run very slow on server's.

I suggest learn Ren-x

your maps will look and run better.

If your going to make a small DM...make sure to change the segments of the polygons...it's set on 2, that will lag even a small map. try 8 or 10
