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Subject: Re: Half-Life 2 Style Map Making  
Posted by [Jerad2142](#) on Sun, 29 Mar 2009 16:55:39 GMT  
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Saberhawk wrote on Sun, 08 March 2009 07:15madrackz wrote on Sun, 08 March 2009 08:41Is there a way to Edit the Heightfield map in 3DS Max?

No.

LIES! Boot your map up in Renegade and use a DXRipper to pull your terrain out into a .3ds file, then import it into 3ds max and edit away. Export to .w3d and there you go!

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