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Subject: I'm making a Heightfield Map in LE  
Posted by [Distrbd21](#) on Mon, 22 Jun 2009 01:45:37 GMT  
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Is there away to take it into renx to add tunnels? or is there away to make the in LE on the map?

also is there away to make the polys go way down?

I'm not done with my map and havn't added the buildings yet and it's 119,558 polys keep in mind that it is a 500x600 map.

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