Subject: Re: Tunnel Beacons
Posted by reborn on Wed, 26 Jan 2011 12:47:24 GMT

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What you linked to was very interesting, I vaguely remember hearing of that theorum before when I was at school, it would clearly work and would be an inexpensive way to do it.
However, to create an accurate representation of the 3D shape (being the tunnels) you would need to collect many coordinates using level edit, I wonder whether it would actually end up being more work?