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Subject: just can't get the hang of texturing my map in G-max!!

Posted by [Cpo64](#) on Mon, 17 Mar 2003 20:25:57 GMT

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I just had a thought, what if you made a Vis plane that is the same width and length as your height field, placed it just under the height field, and generated vis? Would that work? You probably would need multiple plains stacked 10m above the other till you get to the highest point on your map. I just think that this would work, although I have never tried.

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