Subject: Renegade Alert Ridge War
Posted by Fabian on Thu, 29 Apr 2004 01:11:49 GMT

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AircraftkillerHow is real life terrain any different than dirt being randomly placed in different elevations after being carved out by the forces of nature, with rock being exposed as mountains, and trees growing in odd places?

Exactly...so my question remains...if it werent for the underground things and VIS, would you just use heightfield?