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Subject: Explain.

Posted by [Anonymous](#) on Tue, 08 Oct 2002 17:35:00 GMT

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Explain Heightfeild.what is this?what the hell would i care about this for?

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Subject: Explain.

Posted by [Anonymous](#) on Tue, 08 Oct 2002 21:40:00 GMT

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It's another way of creating maps.

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Subject: Explain.

Posted by [Anonymous](#) on Wed, 09 Oct 2002 15:57:00 GMT

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well. wasnt that a simple answer. but still doesnt answer it.

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Subject: Explain.

Posted by [Anonymous](#) on Wed, 09 Oct 2002 17:18:00 GMT

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Heightfield is great for creating outdoor maps with no structures. It blends textures nice too. The bad thing about heightfield maps are the really high polygon counts.I hope this is detailed enough.

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