
Subject: heightfield

Posted by [Anonymous](#) on Mon, 17 Feb 2003 11:51:00 GMT

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is it possible to a) make buildings in heightfield maps b) make tunnels in heightfield maps i was just wonderin

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Posted by [Anonymous](#) on Mon, 17 Feb 2003 13:06:00 GMT

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to make a half *** tunnel in heightfeild you would have to lower the ground then put a 2 sided plane or box on top of your path leading down.....this is a half *** way of doing it but it resembles a tunnel alot of editing has to be done with ur ground in able to do this.....theres no ways of making tunnels besides this way or p[ossibly making a pipe and cutting out the ground and use a ladder to get into and out of the tunnel.....and you can only import buildings into heightfeild

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Posted by [Anonymous](#) on Mon, 17 Feb 2003 17:42:00 GMT

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"ass" isn't a bad word.

Subject: heightfield

Posted by [Anonymous](#) on Mon, 17 Feb 2003 19:16:00 GMT

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don't be lazy, do it in gmax.
