Subject: Re: Half-Life 2 Style Map Making
Posted by saberhawk on Sun, 08 Mar 2009 12:31:20 GMT

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Reaver11 wrote on Sun, 08 March 2009 08:22Is there any way that you could enable vis systems on heightfield maps? (Though I do think it is better to make your maps in Renx, mainly because you can have a vissystem)

No.