
Subject: Heightfield and .gmax map mixing.
Posted by [Oblivion165](#) on Sat, 26 Feb 2005 02:23:24 GMT
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Are you sure you have the scale correct? And the placement of the hills.

put an object at (0,0,0) in gmax then export it. When added to the map, it should be right at the leveledit Default location.
