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Tiled Terrain System for Games and Simulations

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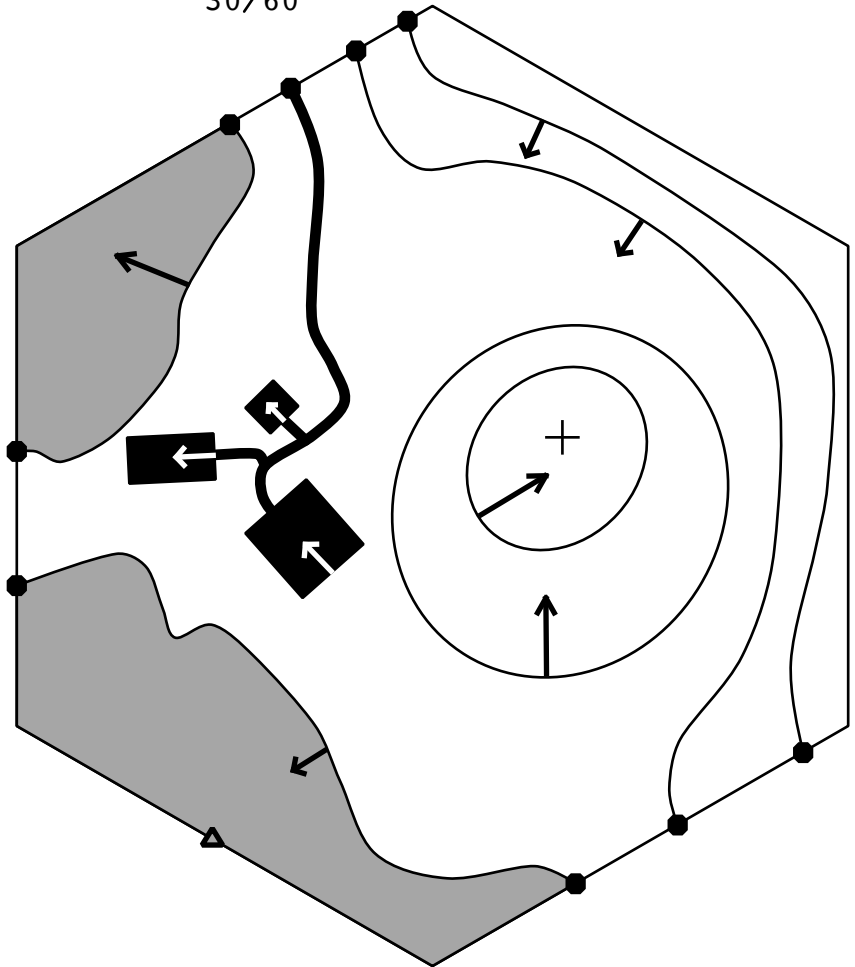


FIG.98

LEGEND











-  Vector Graphic: Contour Line
-  Vector Graphic: Contour Maximum
-  Vector Graphic: Forest
-  Vector Graphic: Building
-  Vector Graphic: Bridge
-  Vector Graphic: Road
-  Vector Graphic: River
-  Vector Property: Inside/Uphill Direction
-  Edge Property: Vector Graphic End-Point
-  Edge Property: Terrain Presence Indicator

FIG.99

