

Documentation on smoothing

Draft

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1 Introduction

The crossfire graphical interface and internal map handling relies on a map made of square. No object can lies between squares. A typical square has the size of a standing player or other humanoïd sized creature (Goblins, Orcs, Gnolls, Dwarvens, Elves, ...). This lead to an awfull interface concerning terrains transitions (Sea shores, road borders, mountains, a.s.o)

There are 2 ways to get rid of this problem:

- Suppress the square by square behaviour of map handling. This means rework half of crossfire code and redraw all maps

3.1 Basic smoothing

