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Subject: Height Field Bitmaps

Posted by [General Havoc](#) on Mon, 19 May 2003 13:10:41 GMT

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Well, there used to make terrain. Basically it is a monochrome bitmap with different shades. The lighter parts are higher than the darker ones creating a mesh with different height according to the shade on the bitmap. The can be used as a base for a map or to create mountains. The heightfield editor in Level Edit is used to create hills. A heightfield doesn't produce a W3D file unlike RenX maps. This limits heightfields to simple DeathMatch maps. Buildings are possible but require the use of RenX. Hope this Information Helps.

\_General Havoc

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