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Subject: Re: Buildings in Level Edit

Posted by [danpaul88](#) on Mon, 23 Feb 2009 08:19:38 GMT

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I am not sure you can add buildings to a heightfield map, since they have to be placed in RenX and not LE. You can get a similar effect to a heightfield map by creating a plane in RenX and setting it to have something like;

Width: 250

Height: 250

Segments (X): 25

Segments (Y): 25

(I don't recall the actual name given for the two segment options inside RenX, but it should be something similar). Then just click on Z in the toolbar at the top to lock it to editing height of verticies only.

There are lots of tutorials on renhelp.net about creating maps, either using heightfields or using RenX. Have a look through them and see what suits you.

<http://www.renhelp.net/index.php?mod=Tutorials>

There was one that showed how to do buildings with heightfield maps, but unfortunately all the image links seem to be broken on that one... typical eh?

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