
Subject: Heightfield Tutorial

Posted by [Jaspah](#) on Wed, 19 Nov 2003 21:38:51 GMT

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For those who want to try it at their first map.

j4s[p]How To make a simple Heightfield map!

1. Open up Level Edit - Don't worry! This tutorial isn't too long!

- a. On the presets menu, click the bar heightfield.
- b. Then click the heightfield button.

<http://www.n00bstories.com/image.view.php?id=1052248756>

2. Setting up the new terrain - See! You're already in the second chapter!

- a. On the heightfield menu click "Create New...".
- b. Make the map small, since it's your first heightfield map, set height & width to 150.
- c. You should now see a square in the top right corner.

<http://www.n00bstories.com/image.view.php?id=1356707327>

<http://www.n00bstories.com/image.view.php?id=1382651035>

3. Creating the Terrain - This will be your favorite part, I guarantee it!

- a. First click the camera in the same toolbar you got the heightfield button from.
- b. Move the camera to a place you can work from, move the camera so the terrain looks 3D.
- c. Re-click the heightfield button, now work your mouse on your terrain. Click the left & right buttons and experiment with the controls.
- d. Once you're familiar with the controls, shape your map.

<http://www.n00bstories.com/image.view.php?id=1336697416>

4. Texturing your map - This is fun, too!

- a. Find the "material" section on your heightfield menu, notice the base material.
- b. Make sure you have downloaded the "Renegade Textures" pack and have extracted the files to your map's unique directory.
- c. Click on the base material, press "Material Settings" and find a suitable texture for your map.

For this I used "L05_Grass.tga", but you can use any texture you find suitable.

<http://www.n00bstories.com/image.view.php?id=1157084844>

4a. Texturing certain areas of your map - Yay! One more chapter to go!

- a. Under base material, find a empty spot and click it, and press "Material Settings".
- b. Another box asking you what texture and type of ground should show up.
- c. Change the option "Vertex Height" to "Vertex Paint".
- d. Let's paint those mountains a cliff texture, find a nice texture that resembles a cliff. For this I used "l05_gravel.tga", but you can use any texture you find suitable.

<http://www.n00bstories.com/image.view.php?id=1285130902>

NOTE: You should add spawners & accesories to your map at this time!

5. Exporting your map - Your almost done! That wasn't so hard was it?

- a. Go to file > Export Mod Package.
- b. A box should open up asking you the name & were you want to save it.
- c. Name your map a suitable name resembling your map.
- d. Play your new map with some friends or alone!

<http://www.n00bstories.com/image.view.php?id=1287747568>

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Thanks for using my tutorial, if you would like to use this as a tutorial at your website. Be sure to include proper credit.

If you would like a more advanced tutorial of heightfield, showing you more features, ask me!

~ j4s[p] or j4295602

Hope this helps all of you who don't know how to make maps or use Heightfield.
