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Subject: Moving buildings in leveledit  
Posted by [codemancq](#) on Mon, 07 Feb 2005 04:18:41 GMT  
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How do I do this? I go to edit, terrain selectable, then when I try to move a building, the interior seperates from the exterior of the building! Either I have to move my buildings onto the heightfield, because when I make the heightfield, the buildings dont sit on it, or I have to move the heightfield down, which I dont know how to do.

So, how can I move buildings without the interior seperating from the outside, or how do I move heightfields?

Thanks.

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Subject: Moving buildings in leveledit  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 04:19:50 GMT  
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...That's because you don't move them in LevelEdit. The exteriors are part of the terrain, you move terrain inside of gMax.

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Subject: Moving buildings in leveledit  
Posted by [codemancq](#) on Mon, 07 Feb 2005 04:24:42 GMT  
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So can the heightfield be moved?

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Subject: Moving buildings in leveledit  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 04:31:08 GMT  
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You shouldn't design levels with heightfield techniques, as it's a static piece of geometry that does not move and is generally worthless for anything except a quick deathmatch or capture the flag in the middle of nowhere.

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Subject: Moving buildings in leveledit  
Posted by [WNxCABAL](#) on Mon, 07 Feb 2005 08:31:00 GMT  
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<http://renhelp.co.uk/?tut=59>

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Subject: Moving buildings in leveledit  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 08:51:15 GMT  
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And it will run like pure shit. You can emulate a heightfield in gMax without having to run without visibility rendering.

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Subject: Moving buildings in leveledit  
Posted by [codemancq](#) on Mon, 07 Feb 2005 09:15:38 GMT  
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\_TFWxANDY\_ <http://renhelp.co.uk/?tut=59>

Wow hey I've never seen that before!

Thanks a fucking lot!

Maybe Ill try that tutorial again, and get the SAME FUCKING RESULTS I DID THE LAST 10 TIMES I DID IT! IF THAT TUTORIAL HAD THE FUCKING ANSWER I WOULDNT BE POSTING HERE WOULD I?!?

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Subject: Moving buildings in leveledit  
Posted by [Aircraftkiller](#) on Mon, 07 Feb 2005 09:18:10 GMT  
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As I said, don't bother with heightfield. It's very limited and is only good for small levels.

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Subject: Moving buildings in leveledit  
Posted by [WNxCABAL](#) on Mon, 07 Feb 2005 09:58:47 GMT  
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codemancq\_TFWxANDY\_ <http://renhelp.co.uk/?tut=59>

Wow hey I've never seen that before!

Thanks a fucking lot!

Maybe Ill try that tutorial again, and get the SAME FUCKING RESULTS I DID THE LAST 10 TIMES I DID IT! IF THAT TUTORIAL HAD THE FUCKING ANSWER I WOULDNT BE POSTING HERE WOULD I?!?

Hey! Don't shoot the messenger. :rolleyes:

And for the first time ever, I got agree with ACK, USE RenX!

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Subject: Moving buildings in leveledit  
Posted by [laeubi](#) on Mon, 07 Feb 2005 20:04:44 GMT  
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You must

- a) make the buildings a tile
  - b) make it liek the tutroial says and move them in RenX
  - c) Do it right an make your map in RenX
  - d) STFU about Tutorials that don't have a fucking answer for your problems. Tutorials are made for show you the general things and not intended to cover all your specific question :rolleyes:  
:rolleyes:
  - e) Check ur CAPS!!!!
- 

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Subject: Moving buildings in leveledit  
Posted by [Oblivion165](#) on Mon, 07 Feb 2005 22:05:32 GMT  
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codemancq\_TFWxANDY\_ <http://renhelp.co.uk/?tut=59>

Wow hey I've never seen that before!

Thanks a fucking lot!

Maybe Ill try that tutorial again, and get the SAME FUCKING RESULTS I DID THE LAST 10 TIMES I DID IT! IF THAT TUTORIAL HAD THE FUCKING ANSWER I WOULDNT BE POSTING HERE WOULD I!?!?

When i wrote that tutorial i only touched on making that style map. I didnt put in details about if the heighfield could be moved or not. Otherwise it would branch off, and then RenHelp would only have 1 tutorial, because it turned into everything else.

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Subject: Moving buildings in leveledit  
Posted by [codemancq](#) on Mon, 07 Feb 2005 23:24:40 GMT  
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Its well written, but when I created the heightfield, it didn't look the same as your picture

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Subject: Moving buildings in leveledit  
Posted by [danpaul88](#) on Fri, 11 Feb 2005 13:18:54 GMT  
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why not just make ur terrain in gmax with ur buildings, as other hav said, its much better, and its not as if its difficult :rolleyes:

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Subject: Moving buildings in leveledit

Posted by [WNxCABAL](#) on Fri, 11 Feb 2005 13:32:37 GMT

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Heightfield is totally crap as you are restricted to a limited distance, and you cannot see it all the map. With RenX, you have an unlimited visible range and can control the terrain much better than using some crappy tool.

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