
Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Sat, 26 Feb 2005 01:53:42 GMT

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I'm looking for different techniques to help make better maps. I'm working on a map now that has a heightfield as the ground and a .gmax file as the terrain (hills, overpasses, etc). This process seemed relatively easier and I had better control to get the effect I wanted.

The problem with this is, when I exported the map and played on it, the heightfield was displayed, but my .gmax terrain was not. (Hear's laughter).

Does anyone know of a way to get this .gmax terrain to display? I don't have "Hide" checked under the export options either.

Suggestions anyone, or am I once again wasting my time?

Subject: Heightfield and .gmax map mixing.
Posted by [icedog90](#) on Sat, 26 Feb 2005 01:54:52 GMT

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What's the point in making a Heightfield ground and using Gmax to make hills?

Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Sat, 26 Feb 2005 02:04:40 GMT

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Well I've found that if I use the heightfield editor to make a map, I can't make any tunnels, overhead cliffs, or anything overhead. Like if I wanted to make the map "C&C_Under" (default Renegade map), then I couldn't use the heightfield editor since it won't allow me to build overhead.

I used the heightfield editor on my map as the ground since it is much easier to texturize than using VertexPaint in Gmax. So, I can make more detail now since I can actually see the textures.

Subject: Heightfield and .gmax map mixing.
Posted by [Oblivion165](#) on Sat, 26 Feb 2005 02:23:24 GMT

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Are you sure you have the scale correct? And the placement of the hills.

put an object at (0,0,0) in gmax then export it. When added to the map, it should be right at the leveledit Default location.

Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Sat, 26 Feb 2005 02:32:59 GMT
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Well, actually to be honest with you, my placement isn't right.

I remember taking my .gmax file and moving it to the upper right because my heightfield plane didn't generate in the place I wanted it to. So, I have to move the .gmax file so it's in the same place the heightfield is.

Everything in my commando editor looks fine; exactly what I want. Just in the game the thing is gone.

Subject: Heightfield and .gmax map mixing.
Posted by [Oblivion165](#) on Sat, 26 Feb 2005 03:47:37 GMT
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Mix or Pkg?

Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Sat, 26 Feb 2005 04:07:50 GMT
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Mix.

Subject: Heightfield and .gmax map mixing.
Posted by [Oblivion165](#) on Sat, 26 Feb 2005 04:30:25 GMT
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your w3d isnt in the mix

Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Sat, 26 Feb 2005 04:31:55 GMT
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It has to be- it's in the presets library, and it's in the proper directory.

Subject: Heightfield and .gmax map mixing.
Posted by [Oblivion165](#) on Sat, 26 Feb 2005 04:33:38 GMT
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Yeah i just realized the problem, Mix's wont suport your temps

Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Sat, 26 Feb 2005 04:41:23 GMT
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Crap. Thanks a lot though.

I wish this heightfield editor were more extensive than it is. It just makes simple hills. Whoever made it must have not been thinking too far ahead. :rolleyes:

Subject: Heightfield and .gmax map mixing.
Posted by [SuperMidget](#) on Tue, 01 Mar 2005 16:03:15 GMT
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(Just use RenX for everything and tkae your RenX to LevelEdit, saves you time beilve it or not in most cases)

Subject: Heightfield and .gmax map mixing.
Posted by [Burn](#) on Tue, 01 Mar 2005 23:23:14 GMT
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Yeah, well that's what I've been doing for every map I've made so far.

This map, however, is just being so weird. I got rid of the heightfield thing, and started over from scratch. I made my ground, buildings, and everything in RenX, exported to LevelEdit, exported from there, and tested my map again. But, this time nothing but the buildings showed up. At least before I had a plane but now I have nothing but the buildings.

EDIT: My old heightfield settings are still there even though I started a new LevelEdit file from scratch (still in the same map folder though). Is there any way I can delete that heightfield?
