Subject: Add buildings
Posted by Anonymous on Mon, 25 Nov 2002 01:30:00 GMT
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Help please, how i add buildings into map using heightfield? I was problem when i move the building.Sorry, me english is very bad.

Subject: Add buildings
Posted by Anonymous on Mon, 25 Nov 2002 02:38:00 GMT
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first Download Buildings.ZipThen Export all the gmax files to w3d filessave them as terrain files.put them in your mod folder Levels.Then open up your level editor, then press add in the terrain tab.

Subject: Add buildings
Posted by Anonymous on Mon, 25 Nov 2002 02:40:00 GMT
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Download Dante's Help pack for more help

Subject: Add buildings
Posted by Anonymous on Mon, 25 Nov 2002 11:17:00 GMT
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if you want to convert your map to a .mix file you should use 'temp' not 'add'.

Subject: Add buildings
Posted by Anonymous on Mon, 25 Nov 2002 19:47:00 GMT
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quote:Originally posted by profydent:Help please, how i add buildings into map using heightfield? I was problem when i move the building.Sorry, me english is very bad.Height field causes major problems when you move buildings - no really cure for it -- just save often..

Subject: Add buildings
Posted by Anonymous on Tue, 26 Nov 2002 03:02:00 GMT
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quick heightfield building thingy,make a CnCCrate Spawner, OBJECTS>SPAWNERS area.move

it where U need a building, double click it. click Position tab. write down the XYZ co-ordinates it lists. move that crate out of the way. launch RenX, Merge file option, merge from the Buildings file which ever building U want. now move the building to the XYZ you wrote down, Export to the Modfolder as Terrain, Add terrain using TEMP button, make terrain. check building, is a little high or low? add or subtract Z until you get it right. (takes me about two to three tries).

Subject: Add buildings
Posted by Anonymous on Wed, 27 Nov 2002 12:40:00 GMT
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thanks garth8422, Im looking your tutorial and in your website and i put buildings in me height field map.Sorry, me english is very bad. I understand english but write it, bad, very bad [November 27, 2002, 00:40: Message edited by: profydent]