Subject: INGROWNLIP
Posted by Anonymous on Wed, 18 Dec 2002 08:25:00 GMT
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Did U get the Gator e-mail? Hows it coming?E-mail me if anything comes up.and oh yeah, KANE LIVES!TankCmdr6 is Ownage, Plain and Simple!

Subject: INGROWNLIP
Posted by Anonymous on Wed, 18 Dec 2002 21:01:00 GMT
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Yes, but I'm a little preoccupied right now. I'll look into it tomorrow.

Subject: INGROWNLIP
Posted by Anonymous on Wed, 18 Dec 2002 22:38:00 GMT
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Ok thanks again.

Subject: INGROWNLIP
Posted by Anonymous on Thu, 19 Dec 2002 00:14:00 GMT
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How can I place Buildings in heightfield?When I place them and then re-place them, then the interior will disapear.

Subject: INGROWNLIP
Posted by Anonymous on Thu, 19 Dec 2002 00:17:00 GMT
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Heightfield isn't meant for C&C mode. I suggest that you attempt to use Max to do it instead.

Subject: INGROWNLIP
Posted by Anonymous on Thu, 19 Dec 2002 00:20:00 GMT
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So there is no way to make a cnc map with heightfield?

Subject: INGROWNLIP
Posted by Anonymous on Thu, 19 Dec 2002 04:28:00 GMT
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Sorry, stick to DM maps like me? Or you can try, and make a completely sloppy map in gmax, either way, maps are still fun to make. Go practice making things in renx, then you could use your new practice into making good maps. I would...but my mouse on my computer with renx sucks.

Subject: INGROWNLIP
Posted by Anonymous on Thu, 19 Dec 2002 19:17:00 GMT
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Yes there are ways, but most are time consuming. I made at least 2 Hieghtfields with Buildings.C&C_Garth*.mix and C&C_*Gardens*.mixyou need to know the XYZ that your building will be at. I used a Crate spawner, but a Tile Object will work also. place the object where U want a building then double click the object, the window that pops up will give you the objects co-ordinates. use those. U may have to adjust the Z in GMAX a couple times to get it right. (remember that Buildings are Terrain)

Subject: INGROWNLIP
Posted by Anonymous on Fri, 20 Dec 2002 07:06:00 GMT
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It does not work   The interior will disapear.

Subject: INGROWNLIP
Posted by Anonymous on Fri, 20 Dec 2002 07:22:00 GMT
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Is there no other way?

Subject: INGROWNLIP
Posted by Anonymous on Fri, 20 Dec 2002 15:02:00 GMT
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learn how to use gmax to make maps. Its far better in the long run and. Heightfield is only worth using for testing objects youve made in gmax. If you find gmax hard to get started with, have a look at ren-help or tutorial posts.