Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 15:05:00 GMT

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~Making a Heightfeild Map~By Brian Doherty (Bigwig992)~Making the Ground~Click the heightfeild tab, click "create new". Set the width and the height to 10 by 10. Dont touch the density setting. That is about the size of a good semi-big DM map. Now it should load up and you should see abunch of westwood symbols.~Hills and Such~Under Brush you should see "Vertex height". Keep it that way, and check the inner outer radius. The bigger the numbers, the bigger the area that will be affected. The smaller the number, the small the area that will be affected. Then you click the Heightfield Edit Mode button, which is right next to Walk-Thru Mode button. Click it, and a red transparent box should appear as your cursor. Click anywhere on the map, and it should move upwards. Right click, and it should go downward. Form your map, and than get ready to make it a bit smoother.~Smoothing~Use the "Vertex Smoother (Flatten)" mode to completely flatten any area in s certain radius to the height of which you clicked (Ex. You click at the top of the hill, the area around it will flatten to its height, click on the flat ground near a hill, most of the

out, makes the jagged areas nice and smooth.~Textures~Now if you have textures in your editor cache then you can apply. Click the gray box with "Base Material" on the left of it. Then, click on material settings. Browse for the right texture in the editor cache (it must be in there to work). Fool around with the Tiling number until you get your texture looking right (not to big, not too small). I haven't found much use to setting the surface type, but you can anyway. Click OK. Under the Heightfeild tab, under "create new" you should see "brush". It will say "vertex height". Click, and drag down to "Texture Paint". The inner and outer radius numbers tell how much, or how big of a brush you'll have. To texture a huge area you want the numbers to be huge, when your getting down to the real small areas, small numbers. Then you click the Heightfield Edit Mode button, which is right next to Walk-Thru Mode button. Click it, and a red transparent box should appear as your cursor. Point, and click, and presto, you have some textures. To have more then one to choose from, click on any of the other gray blank boxes, and set the texture right. Than just click on that box, the heightfeild edit button, and click.~Vertex Noise~ Well, I don't really know what this button does =/.~Cutout~Use this to cut out bits and pieces of the heightfeild, but be VERY careful. I haven't found a way to "undo" cutout. So i rarely use this, if you do, you may regret it.~Finishing Up~Add tree's from the Tile's button, add spawners, bots, waypoints, run path finding, set up PT's,

Praise me?

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~cutout~cutout can be easliy undone by using the right mouse button whilst on the cutout tool to refil the gaps that you may have accidentialy erased. The tool will also retin height information, meaning that if you erase a big mountain and you wish to undo it then the terrain will re appear in its original state.Hope this has been of some more help to you   Btw check out the renegade tutorials on www.cnchq.com it shows you how to add buildings using RenX to a heightfield.

Adding buildings does require a lot of jiggery poker though.

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:04:00 GMT
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Allied Power Tell me what you think for a first model guys

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:15:00 GMT
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Off the freakin hook man. Totally amazing. Can't wait to see the textured product!   (One question, how many poly's?)   [January 12, 2003, 16:17: Message edited by: maytridy]

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:19:00 GMT
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Thx You guys I am a very big noob at this can someone tell me how to find the amount of polys in this modell can't wait either

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Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:32:00 GMT
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IF I am right then it is over 10000

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:34:00 GMT
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Its under utiles , click "polygon counter"Very nice dude! it looks better than mine he he

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Posted by Anonymous on Sun, 12 Jan 2003 16:34:00 GMT
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Thanks   .

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:36:00 GMT
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**** I was close 9600

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:40:00 GMT
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ouch, its easy to fix... just optimtize it, also you might have to remake some things do keep polys low..mine i think was at 1900... not sure.

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Posted by Anonymous on Sun, 12 Jan 2003 16:40:00 GMT
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owch.little helping hint, select everything then goModifiers>Mesh Editing>OptimiseThat should drop the polys a bit.EDIT= ooh, laser beat me to it =([January 12, 2003, 16:41: Message edited by: killakanz]

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Posted by Anonymous on Sun, 12 Jan 2003 16:40:00 GMT
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Woohoo I just reduced the polys by 3000 and it doesn't look any different WootOnly 6000

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:46:00 GMT
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Wow thanks you guys

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 16:56:00 GMT
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np

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Sun, 12 Jan 2003 17:24:00 GMT
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Here it is you guys after a small amount of work WooHoo Allied Power new   Yes just 2700
polysand thats about as low as I can get it I think

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Posted by Anonymous on Sun, 12 Jan 2003 17:33:00 GMT
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HAHAHAHAHAHA If you thought this was a bad number of polys I built a refinary yesterday and
I've just had a look at the polys30000 lol I just put on Optimize and now it is 15000 polys
HAHAHAHAHAHAHAHAHA lol

Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Fri, 17 Jan 2003 13:40:00 GMT
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If you're still having problems,http://www.cnchq.com/mapmaking/beanheight.php

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Subject: Read this if you want to know about heightfeild =)
Posted by Anonymous on Fri, 17 Jan 2003 13:41:00 GMT
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quote:Originally posted by bigwig992:~Making a Heightfeild Map~~Cutout~I haven't found a way
to "undo" cutout. So i rarely use this, if you do, you may regret it.Just right click on where you
cutout stuff.