Subject: Heighfield Problem in LE
Posted by npadul30 on Mon, 04 Jun 2007 14:57:05 GMT
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So, I was trying to make a heightfield and the base material is L05_grass.tga and then the second material is, some sort of cliff texture, I applied the surface type in LE at the bottom. But, in Renegade when you shoot the ground it sounds like hitting something weird. Also when you walk across the ground or drive it sounds like the base material, grass.

Subject: Re: Heighfield Problem in LE
Posted by Recon on Mon, 04 Jun 2007 15:14:18 GMT
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well if you made the base material grass on grass texture and make it go blending for a bit u still hear grass.

Subject: Re: Heighfield Problem in LE
Posted by npadul30 on Mon, 04 Jun 2007 15:20:39 GMT
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What do you mean it is grass with grass surface type, for the base. Then it is cliff texture with rock as surface type, as the second texture. It still is the same.

Subject: Re: Heighfield Problem in LE
Posted by Slave on Mon, 04 Jun 2007 17:24:57 GMT
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Even when the blend is 99% made up out of rock and 1% out of grass, you will still have grass surface effects. That is, like Recon said, because grass is the base surface in your heightfield.

You just met one of the downsides of heightfield maps.

Subject: Re: Heighfield Problem in LE
Posted by npadul30 on Tue, 05 Jun 2007 13:35:06 GMT
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So you can't do this even if you set the base as defalt the second texture you paint as grass, then the rock. If so this is lame, stupid LE

Subject: Re: Heighfield Problem in LE

Posted by Cpo64 on Fri, 08 Jun 2007 08:41:31 GMT
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The surface types in LE are bugged, and do not work correctly, you can only have one surface type on Hight-field maps, it has always been this way, and always will be.

Subject: Re: Heighfield Problem in LE
Posted by crazfulla on Sun, 10 Jun 2007 03:33:35 GMT
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Heightfield is shit. Another problem is you cannot do VIS so it will lag like shit on a full server.

Subject: Re: Heighfield Problem in LE
Posted by Veyrdite on Mon, 11 Jun 2007 03:13:12 GMT
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tib fields dont work if you vertex paint them 100%, another problem.
other annying problems
-the heightfields are square when you create them nomatter what the measurement settings
-the heightfield input measurements are x10
-they casue shadow problems
-you cant make tunnels
-you cant undo mistakes
-if you accidently modify something under some w3d work you're stuffed unless you saved only a sec before you did it
-cant rotate or apply the uvw in a rectangular shape
-cant make good water
-bad waste of polys on large flat areas

Subject: Re: Heighfield Problem in LE
Posted by Slave on Mon, 11 Jun 2007 17:35:54 GMT
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I still believe it's a pretty nice solution if you want to make a simple map fast without gmax knowledge. The functionality is put there for a reason; Making a simple map, in only a few clicks, with a relatively high fun factor.

w00t, oversized downhill stunt-racemap

Generating a map out of a bitmap image can be really fun, and is extremely easy to do.