Subject: Whats hightfield?
Posted by Anonymous on Fri, 21 Feb 2003 21:28:00 GMT
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Is it a 3d program or something? And can I use gmax to generate vis sectors if my map has alot of polys?

Subject: Whats hightfield?
Posted by Anonymous on Fri, 21 Feb 2003 21:43:00 GMT
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Are you talking about the heightfield generator in the Renegade editor?

Subject: Whats hightfield?
Posted by Anonymous on Sat, 22 Feb 2003 01:23:00 GMT
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can do it in the level editor. [February 22, 2003, 01:25: Message edited by: Dover]

Subject: Whats hightfield?
Posted by Anonymous on Sat, 22 Feb 2003 02:36:00 GMT
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It's a really basic map editor, i used it for test maps to tet out scripts. It works okay for a basic Deatchmatch but is not as powerful as Gmax. Vis sectors stop things on your map dropping out of view when they shouldn't. A vis sector is simply a mesh with vis collision enabled on it and is normally a basic copy of the terrain. Several layers of vis are needed if your map includes aircraft normally with around 10meters in between each layer.Hope this explains