
Subject: Yep, SomeRhino's Tut Owns...
Posted by [Dante](#) on Thu, 10 Apr 2003 06:06:54 GMT
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Easy as pie...

Subject: Yep, SomeRhino's Tut Owns...
Posted by [Halo38](#) on Thu, 10 Apr 2003 10:29:11 GMT
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Yup tist true,

Colouring the vertices without using vertex paint produces a better effect with blending but how did get the 'Colour selector:vertex colour' box up???i've been looking for this for a while i'm sure it's soooo obvious!

Subject: Yep, SomeRhino's Tut Owns...
Posted by [Sk8rRIMuk](#) on Thu, 10 Apr 2003 14:16:58 GMT
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OooooooooooooooooooooH...

Nice...

I saw the tut not tried it yet though.

-Sk8rRIMuk

Subject: Yep, SomeRhino's Tut Owns...
Posted by [iscripter](#) on Thu, 10 Apr 2003 14:40:38 GMT
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You can also see it at <http://www.nodnl.net/terrain2/>

Subject: Yep, SomeRhino's Tut Owns...
Posted by [Dante](#) on Thu, 10 Apr 2003 15:25:51 GMT
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click on the white thing (the color white that is) next to where it says "color" and it will pop up the color selector

Subject: Yep, SomeRhino's Tut Owns...

Posted by [Halo38](#) on Thu, 10 Apr 2003 15:39:33 GMT

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DanteHalo38Yup tist true,

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click on the white thing (the color white that is) next to where it says "color" and it will pop up the color selector

:rolleyes: @ himself. told me it was obvious I guess you have to have the vertex option activated to, should i even be at university!!! (i was looking for some complex option in the modifier list
:rolleyes: @ me again.

Cheers Dante, would of stopped playing around with that stupid vertex paint for my tiberium fields ages ago if i had know this.

Edit: Vertex paint does have it's uses mind

Subject: Yep, SomeRhino's Tut Owns...

Posted by [SomeRhino](#) on Fri, 11 Apr 2003 00:14:42 GMT

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I'm just glad people are using the information.

Subject: Yep, SomeRhino's Tut Owns...

Posted by [General Havoc](#) on Fri, 11 Apr 2003 14:52:33 GMT

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Yeah it does contain very useful information. Only one thing that i didn't totally understand was the extrusion bits. I managed to extrude it but it wouldn't let me drag up after clicking the extrude button. I had to drag it to the side then use the move too to move it up. I'm not sure if i was doing it correct. Anyway, Great job SomeRhino!

_General Havoc

Subject: Yep, SomeRhino's Tut Owns...

Posted by [Dante](#) on Fri, 11 Apr 2003 15:04:40 GMT

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a line that could be added to the tutorial for people who don't understand the extrude very well could be....

"after hitting the extrude button, select the resize tool, and select the Z and drag up to resize, then select the move cursor again selecting the Z to drag it up."

that should help with that, hitting the Extrude with the .000001 parameter just creates another edge right there, then you can resize, and move it as necessary from there.

Subject: Yep, SomeRhino's Tut Owns...

Posted by [SomeRhino](#) on Fri, 11 Apr 2003 21:18:56 GMT

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Yeah, you have to hit the extrude button twice, then move it along the Z axis by dragging the transform gizmo (use X to toggle it on and off.)

Subject: Yep, SomeRhino's Tut Owns...

Posted by [General Havoc](#) on Sat, 12 Apr 2003 13:05:26 GMT

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Yeah I understand what you said but it seems to not want to create a copy of the edges when I click extrude with the 0.00001 value. If i change tools from the tool that comes up after hitting the extrude button then it will move the existing edges. If i use the tool that appears after clicking the extrude button it will not let me drag upwards when i have restrict to Z axis on. It will let me drag across the Y axis. I could capture a video using snagit if i had somewhere to upload to.

_General Havoc

Subject: Yep, SomeRhino's Tut Owns...

Posted by [bigwig992](#) on Sat, 12 Apr 2003 14:11:18 GMT

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Are you making sure you always selecting the new edges?

Subject: Yep, SomeRhino's Tut Owns...

Posted by [General Havoc](#) on Sat, 12 Apr 2003 15:13:31 GMT

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Yeah i'm using the "select open edges" tool, which selects all of the edges. The video will clear it up but I need a place to upload it to.

_General Havoc

Subject: Yep, SomeRhino's Tut Owns...

Posted by [SomeRhino](#) on Sat, 12 Apr 2003 16:01:41 GMT

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Did you turn soft selection off?

Subject: Yep, SomeRhino's Tut Owns...

Posted by [General Havoc](#) on Sat, 12 Apr 2003 16:06:55 GMT

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Thanks, it was because soft selection was on, it was lifting all the terrain around it with it and I didn't know there was another edge under the one I was moving. It was just the tutorial didn't make that bit clear. Thanks for your help

_General Havoc
