
Subject: Height Field Bitmaps

Posted by [General Havoc](#) on Mon, 19 May 2003 10:50:05 GMT

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I found some zips off the old Mod Exchange that contained heightfield Bitmaps made by Dante. You may find some use for them.

<http://modx.renevo.com/showthread.php?s=&postid=800>

_General Havoc

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Posted by [England](#) on Mon, 19 May 2003 11:41:26 GMT

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Dumb question, what are heightfields?

Subject: Height Field Bitmaps

Posted by [General Havoc](#) on Mon, 19 May 2003 13:10:41 GMT

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Well, there used to make terrain. Basically it is a monochrome bitmap with different shades. The lighter parts are higher than the darker ones creating a mesh with different height according to the shade on the bitmap. The can be used as a base for a map or to create mountains. The heightfield editor in Level Edit is used to create hills. A heightfield doesn't produce a W3D file unlike RenX maps. This limits heightfields to simple DeathMatch maps. Buildings are possible but require the use of RenX. Hope this Information Helps.

_General Havoc

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Posted by [StoneRook](#) on Mon, 19 May 2003 13:57:27 GMT

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Actually -

you can use the "displace" modifier in RenX to make "height field" maps --- and you don't have the limitations that you do with the Commando HF part.

i have used it quite successfully in making unique terrain. It takes a bit of work (to texture it up)

(the stuff for the Mutant video was made with a custom hf map)

Subject: Height Field Bitmaps
Posted by [General Havoc](#) on Mon, 19 May 2003 14:29:28 GMT
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Yeah I believe there is a tutorial here.

_General Havoc

Subject: Height Field Bitmaps
Posted by [CNCWarpath](#) on Mon, 19 May 2003 19:30:16 GMT
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<----- Genocide
