
Subject: Create Heightfield Type Maps In RenX
Posted by [CNCWarpath](#) on Wed, 04 Jun 2003 02:21:00 GMT
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Ive created this tutorial for the people that dont know that the meshsmooth modifier can do alot more than smooth things, the link is below for the download, any tutorial sites are welcomed to upload the zip.

If you wish to edit the polys just right click the part and goto Convert To > Editable mesh and then you will be able to do so.

Un nessasary feedback is not accepted but, if you have something good to say, go ahead.

<http://cnc.icestone.ttnetwk.com/Meshsmooth%20Tut.zip>

Enjoy Mapping Work.

Genocide

Subject: Create Heightfield Type Maps In RenX
Posted by [laeubi](#) on Wed, 04 Jun 2003 10:42:14 GMT
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You will find it at <http://www.laeubi.de/tutorials> and renhelp.info I just must contact General Havoc that he add it to the Database.

Subject: Create Heightfield Type Maps In RenX
Posted by [General Havoc](#) on Wed, 04 Jun 2003 11:08:22 GMT
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It's at the locations Laeubi said now. I have added it to the list. I have reformatted it in HTML and also changes some of the words so it makes more sense, basically wrote the same thing in a different way. I also removed the capital letters from words that do not start a sentence or refer to something in quotes. If you need anything changes, email me at generalhavoc@nodnl.net

_General Havoc

Subject: Create Heightfield Type Maps In RenX
Posted by [maytridy](#) on Thu, 05 Jun 2003 01:57:42 GMT
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Very basic, but good to have around for new mappers.

Thanks.

Subject: Create Heightfield Type Maps In RenX
Posted by [CNCWarpath](#) on Thu, 05 Jun 2003 12:30:49 GMT
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Pleasure

Subject: Create Heightfield Type Maps In RenX
Posted by [mike9292](#) on Thu, 05 Jun 2003 20:37:31 GMT
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instead of using mesh smooth y not just convert a plane to editable patch
