
Subject: Heightfield Texturing problem

Posted by [bat66wat6](#) on Tue, 13 Nov 2007 17:02:12 GMT

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Okay right i followed the Heightfield mapping tutorial that's on Renhelp.net

Right down to the point where he goes "4a. Texturing certain areas of your map - Yay! One more chapter to go!

Quote:

4a. Under base material, find a empty spot and click it, and press "Material Settings".

b. Another box asking you what texture and type of ground should show up.

c. Change the option "Vertex Height" to "Vertex Paint".

I do not get the part where he says Vertex Paint, the closest thing i have to do with that is Texture Paint

So when i select my stuff i want it gives me loads of "Westwood" tiles...

The SS below will explain more of my problem

File Attachments

1) [Heighfield Texturing problem.JPG](#), downloaded 428 times

