Subject: Heightfield...?
Posted by xSeth2k2x on Tue, 22 Jul 2003 20:19:52 GMT
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how do i use the heightfield all i see is th eheightfield mode button

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Subject: Heightfield...?
Posted by Aircraftkiller on Tue, 22 Jul 2003 20:28:15 GMT
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Use the search function before asking incredibly stupid questions.

Subject: Heightfield...?
Posted by xSeth2k2x on Tue, 22 Jul 2003 20:38:16 GMT
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I did.(and please dont post incredibly stupid spam :rolleyes:)

Subject: Heightfield...?
Posted by Imdgr8one on Tue, 22 Jul 2003 20:40:51 GMT
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wow. Goto the heigthfield tab, select create a new heigthfield.
OOH! AH! I can make bumps now

Subject: Heightfield...?
Posted by bigwig992 on Tue, 22 Jul 2003 20:52:58 GMT
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Ah, hieghtfeild and all the joy it has brought me. *cough*

Alright starting off. Click on the "Hieghtfeild" tab right above where all the presets are. Then click "Create New". On this screen all you have to worry about are the dimensions. Keep the Density at 2, but change width and height to 10. Click OK and you should have a decent sized map in front of you with the westwood symbol on it, good for DM, CTF maps. Now look to the right underneath "Create New".

Here you have your brush types. It is set at vertex hieght. There are also vertex smooth, vertex smooth (flatten), vertex noise, and texture paint.

Vertex Hieght-Allows you to change the height of areas of the map, left click goes up, right click goes down.

Vertex Smooth-Smooths out jagged areas that look ugly into smooth terrain.

Vertex Smooth(flatten)-A bit stronger then the regular smooth, and basicly flatten out the terrain around it.

Vertex Noise-Not sure what this does.

Texture Paint-Allows you to paint your texture on.

Play around with these. It may look ugly having the same BIG brush for each option, so look right below the brush types to all the numbers. Change you Inner Radius and Outter Radius to smaller numbers for smaller for detailed uses.

You'll see abunch of grey blank boxxes. Click on them, and add the textures you want to use in your map to them, kind of like picking out what kind of paint you wan to use for a painting. The top grey box says "Base Material" next to it, assign whatever texture your going to be using most to this, once you do you'll notice your entire map becomes that texture.

When your done just add in some fog (of course) and some weather changes, it should look nice. Here are acouple screens of hieghtfeild maps I made back in the day.

http://www.n00bstories.com/image.fetch.php?id=1820901032
http://www.n00bstories.com/image.fetch.php?id=1355832362

RenX has an option just like hieghtfeild, and RenX is also more powerful, but if you don't care to learn that, or are just to lazy, I hope this little tutorial helped you out.

EDIT: In fact, all of the maps in "Bigwig's Crap Maps" are made from hieghtfeild, go hunt that mod package down somewhere and you'll find some pretty hieghtfeilds to look at. If you can't find that, try looking for the chicken mod beta 2.

Subject: Heightfield...?
Posted by Dante on Tue, 22 Jul 2003 21:28:28 GMT
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height field is only good for open terrain DM, otherwise it is pointless

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Subject: Heightfield...?
Posted by xSeth2k2x on Wed, 23 Jul 2003 04:02:47 GMT
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how do i add fog?

Subject: Heightfield...?
Posted by bigwig992 on Wed, 23 Jul 2003 04:30:54 GMT
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Edit>Backround Settings>Weather Tab

Subject: Heightfield...?
Posted by Titan1x77 on Wed, 23 Jul 2003 07:15:51 GMT
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play a couple of my early maps..Tiberium cave, Tiberium pit2...those are heightfield maps....You cannot create vis,Thus making your map run very slow on server's.

I suggest learn Ren-x

your maps will look and run better.

If your going to make a small DM...make sure to change the segments of the polygons...it's set on 2,that will lag even a small map.try 8 or 10