Subject: How to make your own mod/map!
Posted by Anonymous on Fri, 17 Jan 2003 08:25:00 GMT
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quote:Originally posted by Beanyhead:New heightfield tutorial,http://www.cnchq.com/mapmaking/beanheight.php couple flaws with your tutorial, i thought i should point out...1. Material Types are NOT just sounds, they are how the emmiters, bullets, (and for tiberium) damage is dealt with on collide, etc.2. You seem to be telling your readers to make the materail the height map? very confusing, i had to read it four or five times to see if that was what i was seeing.3. Vertex Noise = non workingother than those (easy fixes) nice tutorial. [January 17, 2003, 08:26: Message edited by: Dante]