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Subject: Heightfield HELP

Posted by [Anonymous](#) on Mon, 09 Dec 2002 20:40:00 GMT

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Beany????? didnt I give U a tutorial on how to add buildings on a Heightfield map??????????U have to Merge them from the buildings gmax file into a new file as needed, either 1 at a time or the whole base. then move them to the co-ordinates u need them at. save this gmax file as a new name (so U dont corrupt the source gmax file) then export as terrain. open leveledit and add new terrain. make your building terrain. if its in the wrong spot then move it some more in GMAX and redo it. read that tutorial I sent, it tells U exactly how to do it. of course GMAX maps are way more flexable than Heightfield.

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