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Subject: Heightfield and .gmax map mixing.

Posted by [Burn](#) on Sat, 26 Feb 2005 01:53:42 GMT

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I'm looking for different techniques to help make better maps. I'm working on a map now that has a heightfield as the ground and a .gmax file as the terrain (hills, overpasses, etc). This process seemed relatively easier and I had better control to get the effect I wanted.

The problem with this is, when I exported the map and played on it, the heightfield was displayed, but my .gmax terrain was not. (Hear's laughter).

Does anyone know of a way to get this .gmax terrain to display? I don't have "Hide" checked under the export options either.

Suggestions anyone, or am I once again wasting my time?

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