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Subject: Heightfield and .gmax map mixing.

Posted by [Burn](#) on Sat, 26 Feb 2005 02:04:40 GMT

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Well I've found that if I use the heightfield editor to make a map, I can't make any tunnels, overhead cliffs, or anything overhead. Like if I wanted to make the map "C&C\_Under" (default Renegade map), then I couldn't use the heightfield editor since it won't allow me to build overhead.

I used the heightfield editor on my map as the ground since it is much easier to texturize than using VertexPaint in Gmax. So, I can make more detail now since I can actually see the textures.

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