Subject: Heightfield and .gmax map mixing.
Posted by Burn on Sat, 26 Feb 2005 02:32:59 GMT
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Well, actually to be honest with you, my placement isn't right.

I remember taking my .gmax file and moving it to the upper right because my heightfield plane didn't generate in the place I wanted it to. So, I have to move the .gmax file so it's in the same place the heightfield is.

Everything in my commando editor looks fine; exactly what I want. Just in the game the thing is gone.