
Subject: Heightfield HELP

Posted by [Anonymous](#) on Sun, 08 Dec 2002 14:17:00 GMT

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How the heck do I add buildings to a total heightfield map. I've tried many times, and also tried searching the forums, and no luck... Thanks in advance.

Subject: Heightfield HELP

Posted by [Anonymous](#) on Sun, 08 Dec 2002 14:22:00 GMT

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Uh oh...Tiles.....and controllers?

Subject: Heightfield HELP

Posted by [Anonymous](#) on Sun, 08 Dec 2002 14:40:00 GMT

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Tiles do not work correctly. Beacons do not damage a structure-tile. So much for you, eh?

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Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:20:00 GMT

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Thanks for the clarification ACK

Subject: Heightfield HELP

Posted by [Anonymous](#) on Sun, 08 Dec 2002 15:27:00 GMT

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quote:Originally posted by aircraftkiller2001:Tiles do not work correctly. Beacons do not damage a structure-tile. So much for you, eh? I never worked on a C&C Mode map made in Heightfield. Never had to

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Posted by [Anonymous](#) on Sun, 08 Dec 2002 23:46:00 GMT

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correctly. Beacons do not damage a structure-tile. So much for you, eh? I never worked on a C&C Mode map made in Heightfield. Never had to I didn't do it in heightfield, you moron. I said

structure-tiles are not damagable by beacons. I knew this when I was working on Country Meadows 1.30 and implementing Repair Facilities and Helicopter Pads. Obviously, you don't know what you're typing about... So when you're in that position, FFS, don't bother posting.

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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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Posted by [Anonymous](#) on Mon, 09 Dec 2002 21:13:00 GMT

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That's the most horrible way to do it... And it isn't worth having a heightfield map for regular C&C mode.

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Posted by [Anonymous](#) on Tue, 10 Dec 2002 22:53:00 GMT

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I agree ACK, it is a bad way to do it. but it works. Heightfield terrains are pretty lame anyway, because of the limitations.

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Posted by [Anonymous](#) on Wed, 11 Dec 2002 00:04:00 GMT

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Well, Now I know I've turned it into a semi-deathmatch map
