
Subject: Heightfield Texturing problem

Posted by [bat66wat6](#) on Tue, 13 Nov 2007 17:02:12 GMT

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Okay right i followed the Heightfield mapping tutorial that's on Renhelp.net

Right down to the point where he goes "4a. Texturing certain areas of your map - Yay! One more chapter to go!

Quote:

4a. Under base material, find a empty spot and click it, and press "Material Settings".

b. Another box asking you what texture and type of ground should show up.

c. Change the option "Vertex Height" to "Vertex Paint".

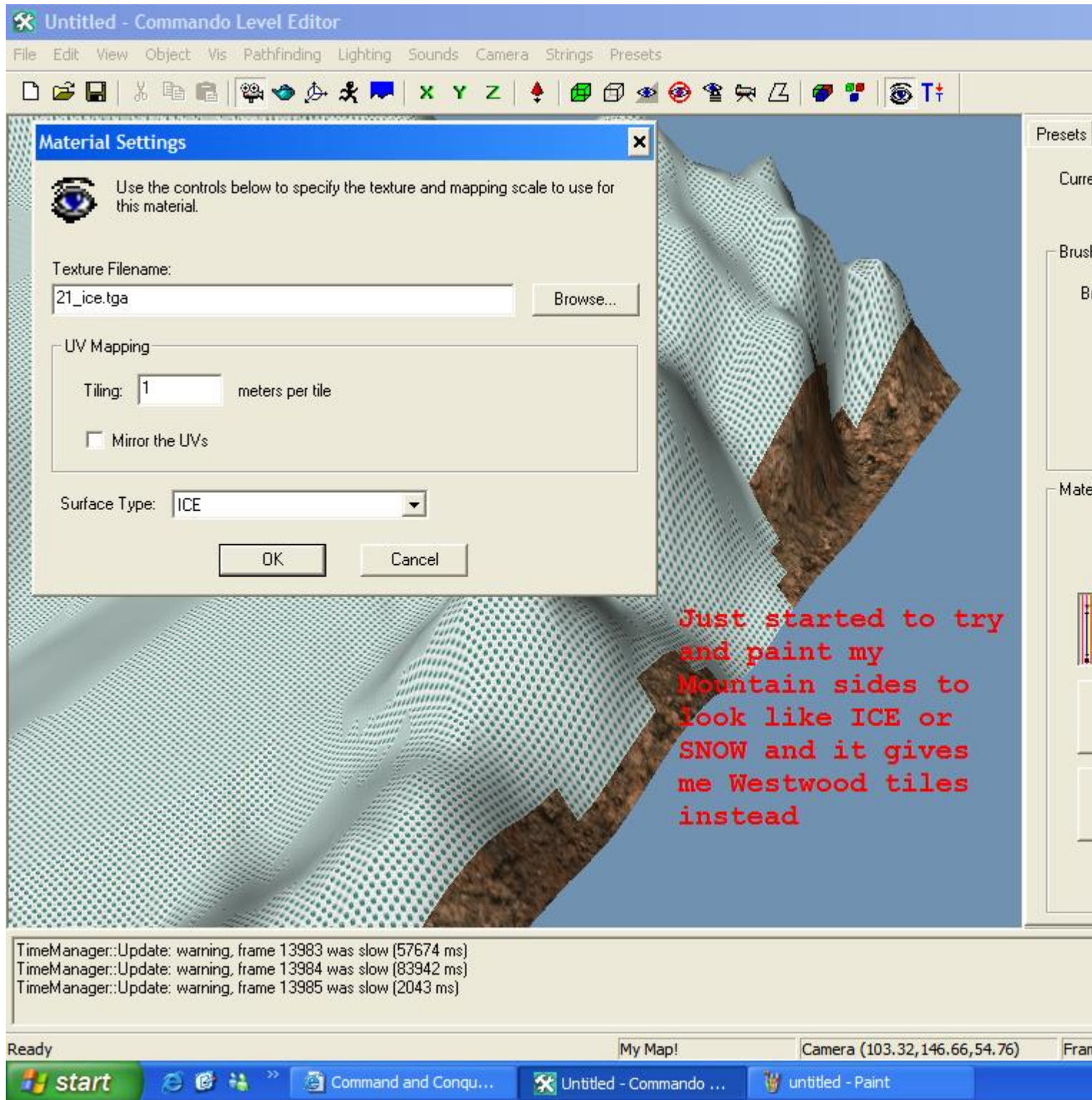
I do not get the part where he says Vertex Paint, the closest thing i have to do with that is Texture Paint

So when i select my stuff i want it gives me loads of "Westwood" tiles...

The SS below will explain more of my problem

File Attachments

1) [Heightfield Texturing problem.JPG](#), downloaded 263 times



Subject: Re: Heightfield Texturing problem
Posted by [crazfulla](#) on Tue, 13 Nov 2007 17:34:30 GMT
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Heightfield is gay.

Use RenX/3dsmax

Subject: Re: Heightfield Texturing problem
Posted by [Slave](#) on Tue, 13 Nov 2007 17:38:08 GMT
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wow that was constructive. gg.

It might help if you put your .tga textures in a subfolder called Terrain:
modname/Terrain/texture.tga

Subject: Re: Heightfield Texturing problem
Posted by [Gen_Blacky](#) on Tue, 13 Nov 2007 21:06:00 GMT
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you just need to put the .tga file in your mod folder you don't even need to make a texture folder,
just make it neater

Subject: Re: Heightfield Texturing problem
Posted by [bat66wat6](#) on Tue, 13 Nov 2007 22:14:07 GMT
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I did what you said Gen

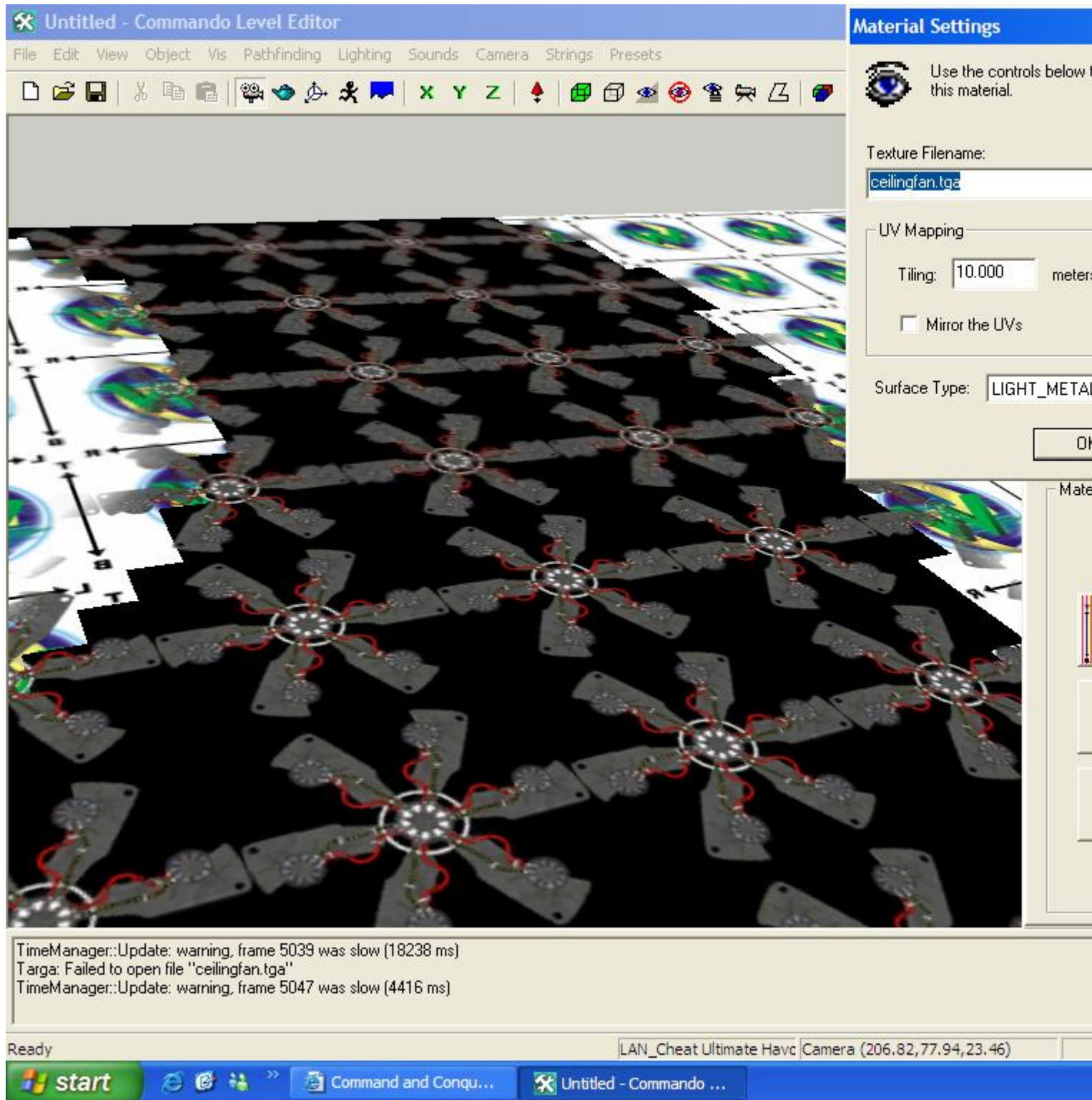
I put the .tga textures in the mod folder. And it still did not work...but i tried a range of textures and wierdly some worked and some didn't!

Like the one i wanted, the grass texture did not work but the Ceilingfan texture did LOL, so did the Tiberium Texture

Here;s an SS if ya wanna take a peak
Please help, this is wierd...simple textures aren't working

File Attachments

1) [Texture SS.JPG](#), downloaded 195 times



Subject: Re: Heightfield Texturing problem
Posted by [R315r4z0r](#) on Tue, 13 Nov 2007 22:18:49 GMT
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You have to put them in the EditorCache folder WITHIN your mod folder.

Subject: Re: Heightfield Texturing problem
Posted by [Gen_Blacky](#) on Tue, 13 Nov 2007 22:34:20 GMT
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ive had that problem before try what razorblade001 said

Subject: Re: Heightfield Texturing problem
Posted by [bat66wat6](#) on Wed, 14 Nov 2007 00:02:31 GMT
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Yes it works now...thanks guys

I know that RenX etc can do more things but for now in terms of mapmaking i'm happy!

I can make silly terrain like bottomless pits--LOL, im gonna have some fun with this

Subject: Re: Heightfield Texturing problem
Posted by [Veyrdite](#) on Wed, 14 Nov 2007 08:36:04 GMT
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you don't need to have it in your folder if you're running jonwils version of LE. Just pop the texture name in with a tga ending instead of the dds one.

Juts browse through them in always.dat using xcc. You don't have to copy them at all

Subject: Re: Heightfield Texturing problem
Posted by [bat66wat6](#) on Wed, 14 Nov 2007 16:01:25 GMT
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I got an improved version of LevelEDIT where it loads up the Scripts without having to put em in Mod Folder

It also fixed some bugs like my CnC_GDI_Orca loading problem

It may be this Jonwoll's version, i dunno...but it sure is more stable than the version i had before

Subject: Re: Heightfield Texturing problem
Posted by [The Elite Officer](#) on Wed, 14 Nov 2007 16:35:02 GMT
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The problem with a heighfield is that if you use one texture such as a Grass and then another one as a metal the whole terrian will sound like walking on grass. Other then that I love working with heighfields.

Subject: Re: Heightfield Texturing problem

Posted by [bat66wat6](#) on Wed, 14 Nov 2007 16:50:37 GMT

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The main problem is the base Terrain textures with Heightfield
Because it's set to rock by default but it sounds like metal...

Oh and why don't my tiberium fields hurt me
I changed the Surface Type to Tiberium Field>?

Subject: Re: Heightfield Texturing problem

Posted by [The Elite Officer](#) on Mon, 19 Nov 2007 16:59:53 GMT

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Because they only use the effects and sounds from the base texture.

In order to get the fields to hurt you, you have to go to Object--->Damge Zone---->Tiberium
Damage Zone-pink

But you have to change the damage type to "Tiberium no shell" or something like that.
