
Subject: no pics at renhelp.net
Posted by [Distrbd21](#) on Thu, 18 Jun 2009 04:27:27 GMT
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<http://renhelp.net/index.php?mod=Tutorials&action=view&id=16>

Can't see the pic's?

can anyone tell me how to do this?

Subject: Re: no pics at renhelp.net
Posted by [cnc95fan](#) on Thu, 18 Jun 2009 07:58:33 GMT
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Complain at www.mp-gaming.com

Subject: Re: no pics at renhelp.net
Posted by [_SSnipe_](#) on Thu, 18 Jun 2009 08:25:45 GMT
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I dont see any (firefox 3.0.11)

Subject: Re: no pics at renhelp.net
Posted by [Altzan](#) on Thu, 18 Jun 2009 17:54:46 GMT
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SSnipe wrote on Thu, 18 June 2009 03:25I dont see any (firefox 3.0.11)

Subject: Re: no pics at renhelp.net
Posted by [ErroR](#) on Thu, 18 Jun 2009 18:01:46 GMT
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yep no pics

Subject: Re: no pics at renhelp.net
Posted by [cnc95fan](#) on Thu, 18 Jun 2009 22:47:10 GMT
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Well done.. we've established that..

Subject: Re: no pics at renhelp.net
Posted by [nope.avi](#) on Fri, 19 Jun 2009 00:45:05 GMT
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No pics here either.

Subject: Re: no pics at renhelp.net
Posted by [anant](#) on Fri, 19 Jun 2009 04:49:21 GMT
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bakerrrr wrote on Thu, 18 June 2009 19:45No pics here either.

Subject: Re: no pics at renhelp.net
Posted by [Reaver11](#) on Fri, 19 Jun 2009 08:46:09 GMT
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They should have added all the tutorials in a special forums section in the renegadeforums. Then all the pics and tutorials would be save. Then they would also be easy found by newguys and people can simply add new tutorials (I would need good moderation).

Subject: Re: no pics at renhelp.net
Posted by [crazfulla](#) on Fri, 19 Jun 2009 13:27:51 GMT
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You shouldn't be using heightfield to make terrain tbh. It has a number of phails.

- You cant make tunnels of any kind
- You cant make tib fields damage infantry
- you cant generate VIS data (for low FPS)

Make your terrain in RenX. Here is a tutorial that is very easy to follow:

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=21>

Althoguh speaking of images at renhelp (and phails)...

Subject: Re: no pics at renhelp.net
Posted by [Altzan](#) on Fri, 19 Jun 2009 13:42:42 GMT
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Really? When I used heightfield, my tib damaged players.
And that's a good tutorial, I made a small map with that method before

Subject: Re: no pics at renhelp.net
Posted by [crazfulla](#) on Fri, 19 Jun 2009 14:19:10 GMT
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as far as I knew anyway, the whole map is 1 mesh adn thus has 1 1 surface type EG either the whole map is treated as grass, or the whole thing is treated as snow, etc. But yeah I agree that tutorial is very easy to understand and gives you a better than average start to modelling maps in RenX.

Subject: Re: no pics at renhelp.net
Posted by [Reaver11](#) on Fri, 19 Jun 2009 15:19:36 GMT
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You can set the surface types in using heightfield when you make your terrain texture. (Check the button material settings)

Although I have to agree don't use heightfield.

Subject: Re: no pics at renhelp.net
Posted by [ErroR](#) on Fri, 19 Jun 2009 15:37:49 GMT
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Plane + Displace = win

Subject: Re: no pics at renhelp.net
Posted by [Stumpy](#) on Fri, 19 Jun 2009 18:13:04 GMT
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<http://renhelp.laeubi-soft.de/index.php?tut=59>

Subject: Re: no pics at renhelp.net
Posted by [Distrbd21](#) on Mon, 22 Jun 2009 02:13:00 GMT
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Stumpy wrote on Fri, 19 June 2009 13:13<http://renhelp.laeubi-soft.de/index.php?tut=59>
Thank you but like 3 days ago, 1 day after i posted this i figured it out on my own lol it is not really hard.

I got an idea in my head and followed it and its kinda like the tut like 90% of it is.

P.S.

not saying no one will belive me i can get my friend to say something about this aswell because he knew when i posted this and knew when i thought of it because i gave him the link to the tut..
