Subject: Heightfield Texturing problem Posted by bat66wat6 on Tue, 13 Nov 2007 17:02:12 GMT

View Forum Message <> Reply to Message

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) Heighfield Texturing problem.JPG, downloaded 341 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums

