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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 502 times

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# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



## Material Settings



Use the controls below to specify the texture and mapping scale to use for this material.

Texture Filename:

21\_ice.tga

[Browse...](#)

UV Mapping

Tiling:  meters per tile

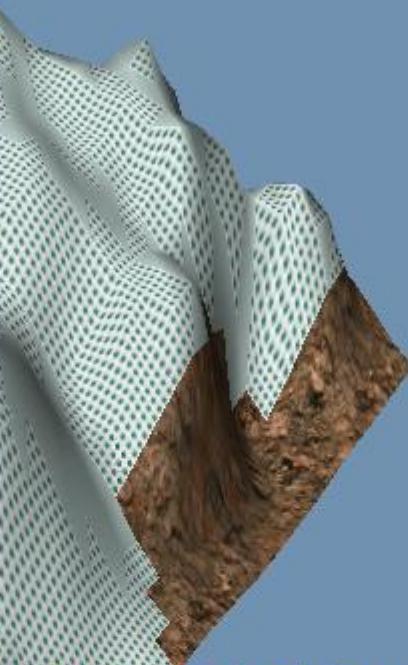
Mirror the UVs

Surface Type:

ICE

[OK](#)

[Cancel](#)



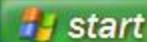
Just started to try and paint my Mountain sides to look like ICE or SNOW and it gives me Westwood tiles instead

```
TimeManager::Update: warning, frame 13983 was slow (57674 ms)
TimeManager::Update: warning, frame 13984 was slow (83942 ms)
TimeManager::Update: warning, frame 13985 was slow (2043 ms)
```

Ready

My Map!

Camera (103.32, 146.66, 54.76)



Command and Conquer...

Untitled - Commando ...

Untitled - Paint