Subject: building problem in level edit
Posted by piotrkol1 on Tue, 26 Jul 2005 21:58:57 GMT
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all right whenever i make a building into my hieghtfield in level edit it always appears in the corner of the maps and its unmoveable

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Subject: Re: building problem in level edit
Posted by Slash0x on Tue, 26 Jul 2005 23:20:16 GMT
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Just curious, but which presets are the building model presets? I breifly looked and could not find them.

Subject: Re: building problem in level edit
Posted by danpaul88 on Tue, 26 Jul 2005 23:31:25 GMT
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your supposed to add buildings in gmax

i suggest using make terrain selectable...

Subject: Re: building problem in level edit
Posted by Oblivion165 on Tue, 26 Jul 2005 23:33:55 GMT
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Then you will have the interiors out of alignment.

I suggest following this tutorial:

http://renhelp.co.uk/?tut=59

Subject: Re: building problem in level edit
Posted by danpaul88 on Tue, 26 Jul 2005 23:37:57 GMT
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i was just guessing, personally I just make the terrain in gmax, much easier in the long run

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Subject: Re: building problem in level edit
Posted by piotrkol1 on Wed, 27 Jul 2005 03:54:32 GMT

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so then how to texture the terrain after made in gmax, do i texture it in level edit?

Subject: Re: building problem in level edit
Posted by Obelisk on Wed, 27 Jul 2005 03:56:34 GMT

Texture it in Gmax select what you want to texture and hit M for Material Editor.

Subject: Re: building problem in level edit
Posted by Oblivion165 on Wed, 27 Jul 2005 04:40:47 GMT

I suggest doing a few heightfield maps first, get a feel for the program.

Subject: Re: building problem in level edit
Posted by Slash0x on Wed, 27 Jul 2005 05:29:12 GMT

You can do pretty remarkable things with heightfield maps if you use it correctly. I've seen a lot of the newer games (of course, with much higher level of shading with shadows and etc.) use this technique. Allows smooth terrain and hills to look more realistic than the 5 poly hills you usually see in Renegade.

Subject: Re: building problem in level edit
Posted by piotrkol1 on Wed, 27 Jul 2005 15:31:13 GMT

all right so lets say i wanna make a hieghtfield map in level edit...and i wanna have a tiberian silo in it...do i use the gmax terrain or do i use the level edit terrain?