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!

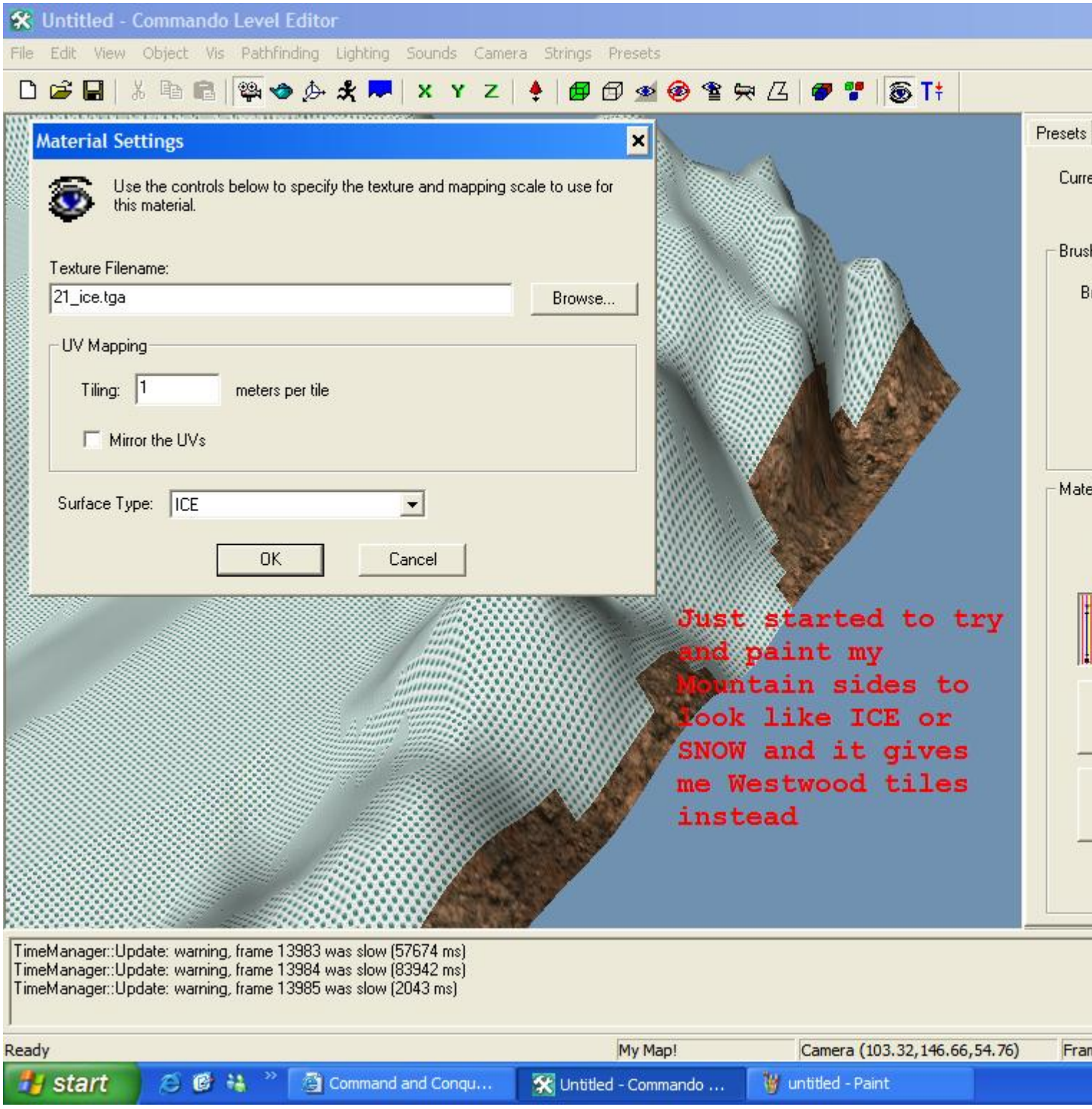
Quote:
4a. Under base material, find a empty spot and click it, and press "Material Settings".

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 494 times



Subject: Re: Heightfield Texturing problem
Posted by crazfulla on Tue, 13 Nov 2007 17:34:30 GMT
View Forum Message <> Reply to Message

Heightfield is gay.

Use RenX/3dsmax

Subject: Re: Heightfield Texturing problem
Posted by Slave on Tue, 13 Nov 2007 17:38:08 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

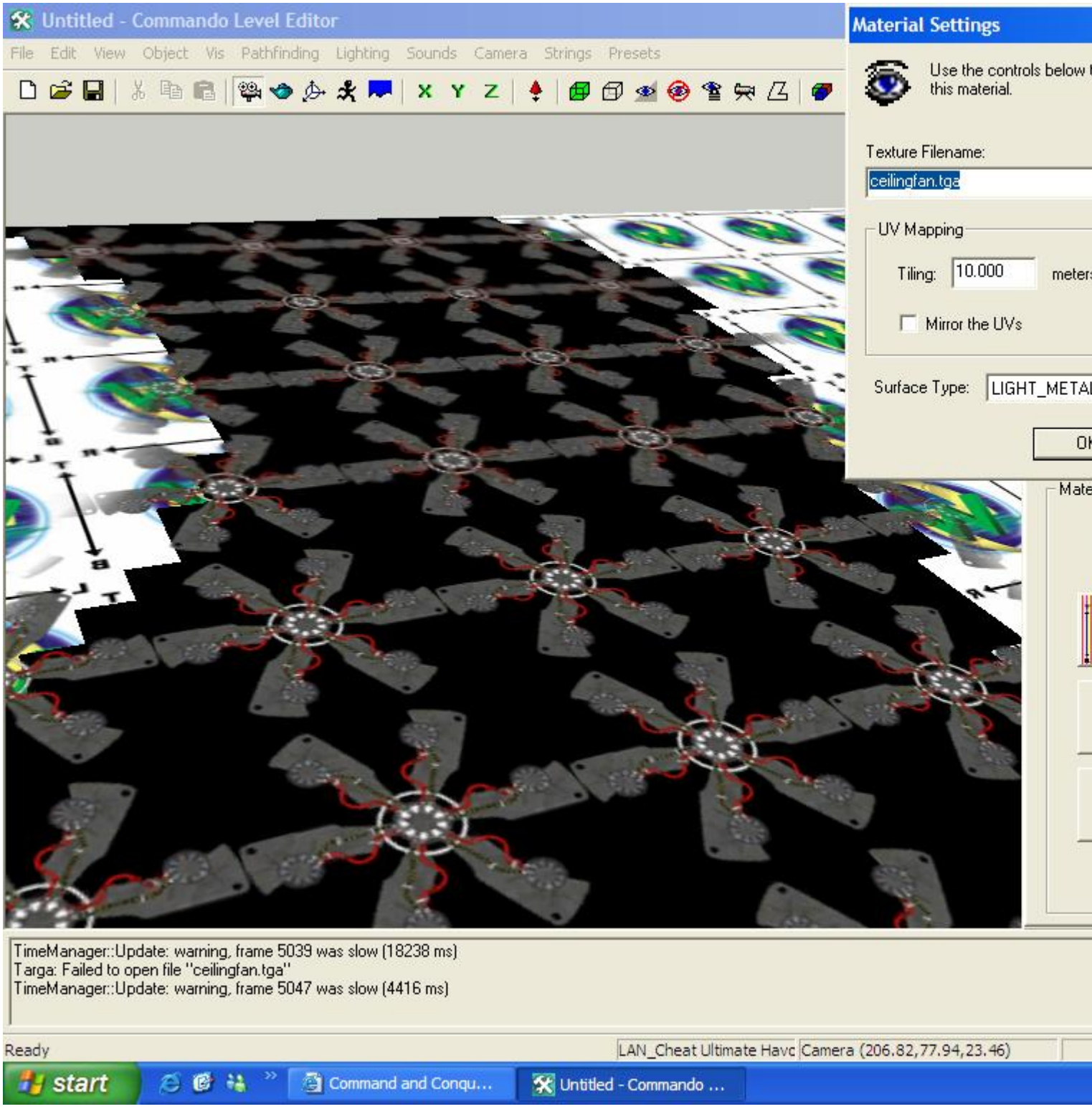
I did what you said Gen

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 380 times



Subject: Re: Heightfield Texturing problem
Posted by R315r4z0r on Tue, 13 Nov 2007 22:18:49 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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.