
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 494 times

Untitled - Command 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

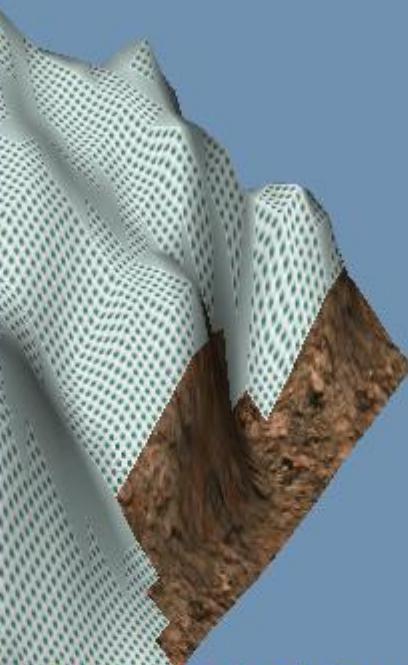
Mirror the UVs

Surface Type:

ICE

[OK](#)

[Cancel](#)



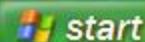
Just started to try and paint my Mountain sides to look like ICE or SNOW and it gives me Westwood tiles instead

```
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 - Command ...

Untitled - Paint

Subject: Re: Heightfield Texturing problem
Posted by [crazfulla](#) on Tue, 13 Nov 2007 17:34:30 GMT
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Heightfield is gay.

Use RenX/3dsmax

Subject: Re: Heightfield Texturing problem

Posted by [Slave](#) on Tue, 13 Nov 2007 17:38:08 GMT

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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

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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

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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 weirdly 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

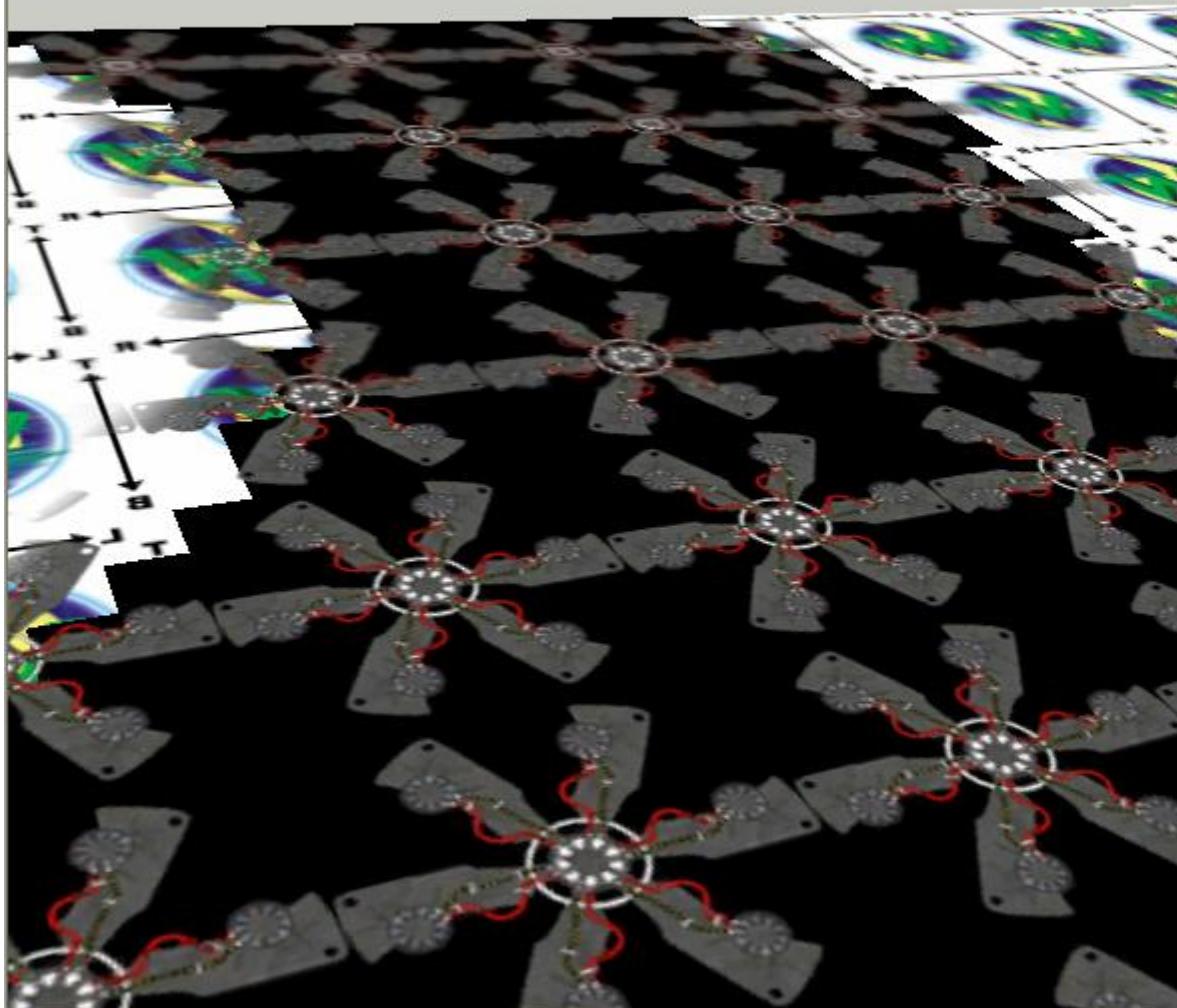
Please help, this is weird...simple textures aren't working

File Attachments

- 1) [Texture SS.JPG](#), downloaded 380 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Material Settings



Use the controls below to this material.

Texture Filename:

ceilingfan.tga

UV Mapping

Tiling: 10.000

meters

Mirror the UVs

Surface Type: LIGHT_METAL

OK

TimeManager::Update: warning, frame 5039 was slow (18238 ms)

Targa: Failed to open file "ceilingfan.tga"

TimeManager::Update: warning, frame 5047 was slow (4416 ms)

Ready

LAN_Cheat Ultimate Havoc Camera (206.82,77.94,23.46)



Command and Conquer...

Untitled - Commando ...

Subject: Re: Heightfield Texturing problem
Posted by [R315r4z0r](#) on Tue, 13 Nov 2007 22:18:49 GMT

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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
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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
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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
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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
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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_Oorca 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
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The problem with a heightfield 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 heightfields.

Subject: Re: Heightfield Texturing problem
Posted by [bat66wat6](#) on Wed, 14 Nov 2007 16:50:37 GMT
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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
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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.
