
Subject: just can't get the hang of texturing my map in G-max!!

Posted by [Titan1x77](#) on Mon, 17 Mar 2003 19:53:04 GMT

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it never looks right!!!!

is there any other programs i can use to texture my map or is there any way to get my heightfield terrain into(whats the terrain stored as in the .lvl or .lsd) RENX??

I want to be able to use vis and the poly's arent bad in heightfield if you change the density level....i just want to be able to make my terrain look nice!!

When walking on different surface's i can't seem to get it to work right when blending in heightfield...any tips on that?

We'll off to RENX for more practice!!

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Posted by [Cpo64](#) on Mon, 17 Mar 2003 20:25:57 GMT

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I just had a thought, what if you made a Vis plane that is the same width and length as your height field, placed it just under the height field, and generated vis? Would that work? You probably would need multiple plains stacked 10m above the other till you get to the highest point on your map. I just think that this would work, although I have never tried.

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Posted by [StoneRook](#) on Mon, 17 Mar 2003 20:36:59 GMT

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nope - heightfield was a *beta* function - and one of the drawbacks was the sound of the different materials. (didn't work)

it was suppose to be fixed ... - but alas, WestWood is no more...

best bet - learn to model in gmax and skip heightfield....

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Posted by [Deafwasp](#) on Mon, 17 Mar 2003 20:58:21 GMT

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Yeah, with max you can get a very very good result. And you can get it the way you want it.

Heightfeild should not be used to make maps. To test things maybe, But you can make a lot more awesome things in max.

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Posted by [Titan1x77](#) on Mon, 17 Mar 2003 22:05:56 GMT

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yeah laubei just gave me the run down on G-max and really helped me out

Im still gonna finish my BD version of TIB pit while its in heightfeild...but for now on i'll be using renx for all my terrain

Heightfeild was cool,cuz it helped mt think out ideas for maps....now i just have to learn how to use renx for terrain and i can put those ideas to use.
