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## Announcements

**Site Relunched** 10/13/2016

Welcome back to BFEEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det



## Making Terrain Slopes (Image Heavy)

Started by [EoD]Junglist, April 20, 2006

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32 posts in this topic

1 2 NEXT &gt;&gt; Page 1 of 2 ▾

### [EoD]Junglist

Member



Members



295 posts

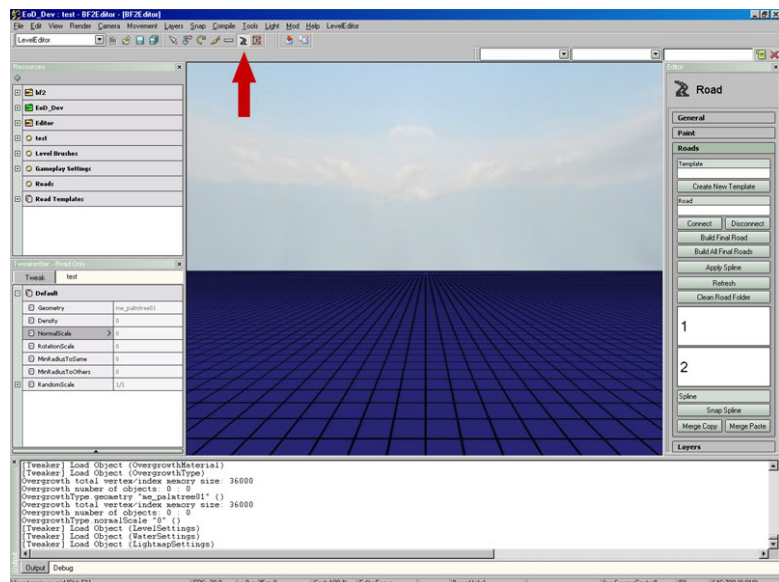
Gender: Male

Location: UK

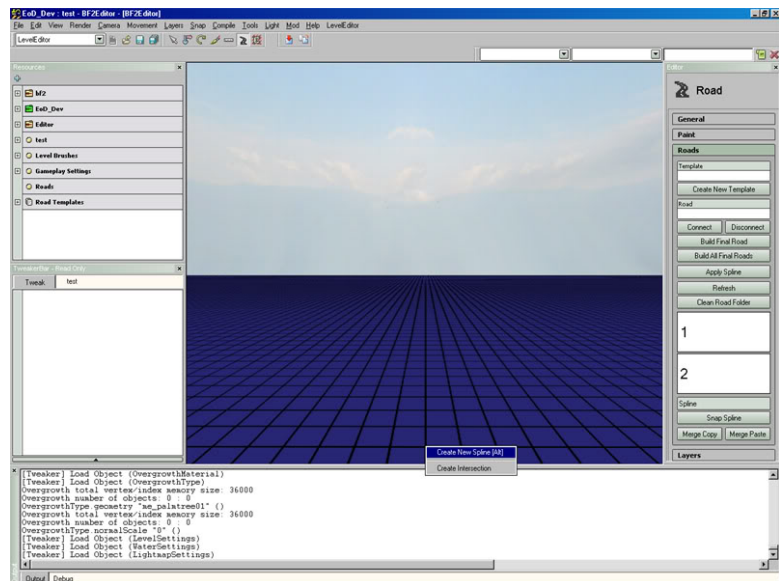
Posted April 20, 2006 · [Report post](#)

Ok, heres a quick, simple and neat way to make your terrain go up hill, or follow the stonewall slopes in the editor.

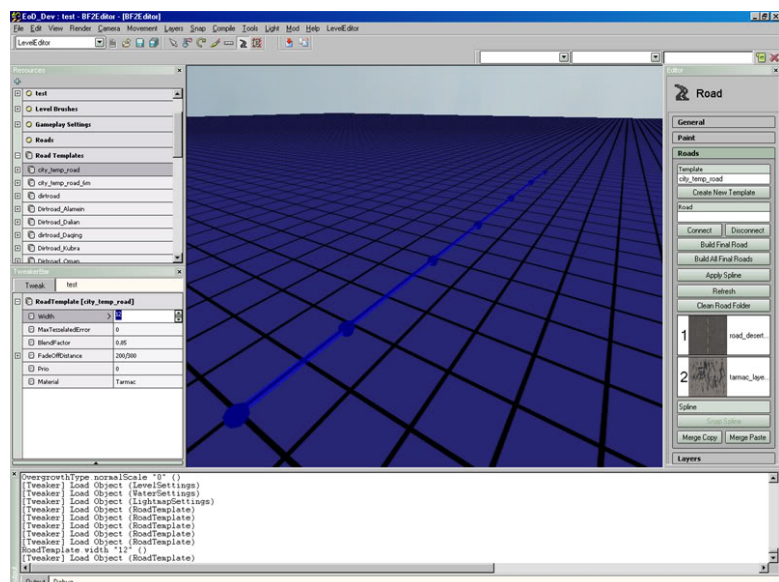
Firstly, select the road tool.



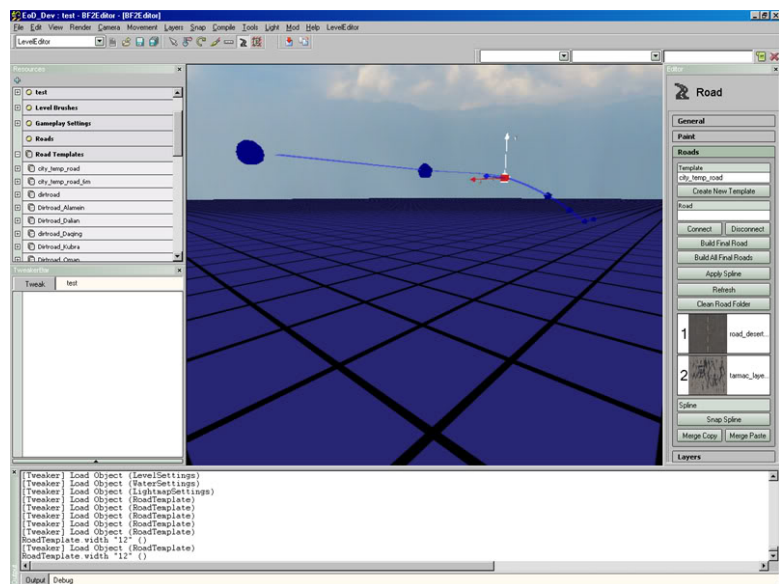
Next, you want to right click on your terrain, and select  
"Create New Spline"



Now (holding down Alt) left click to create points on your spline.



Then, click the individual points on the spline, and raise them up, to where you would like your terrain to be.



Finally, choose a road under the road templates (1)

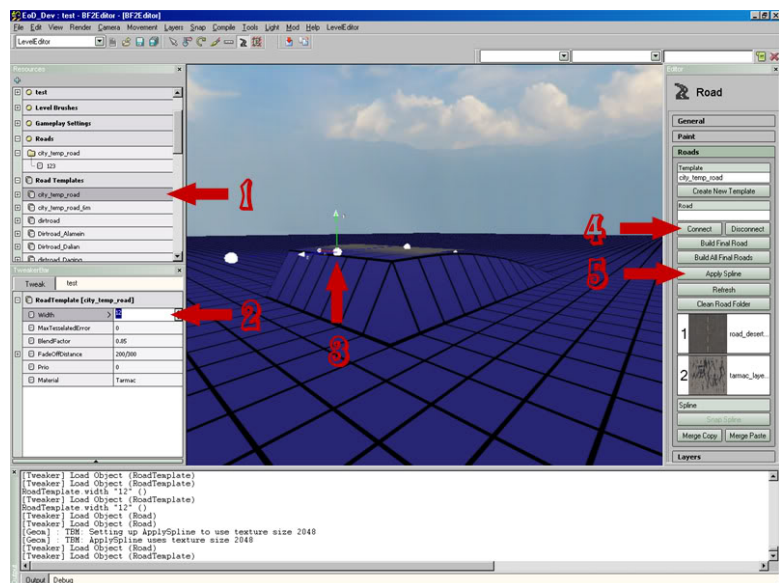
Choose your width (2)

Double click a point on your spline to activate it (3)

Connect your spline (4) and name it when prompted,

this can be anyname or number you like.

Then apply the spline (5)

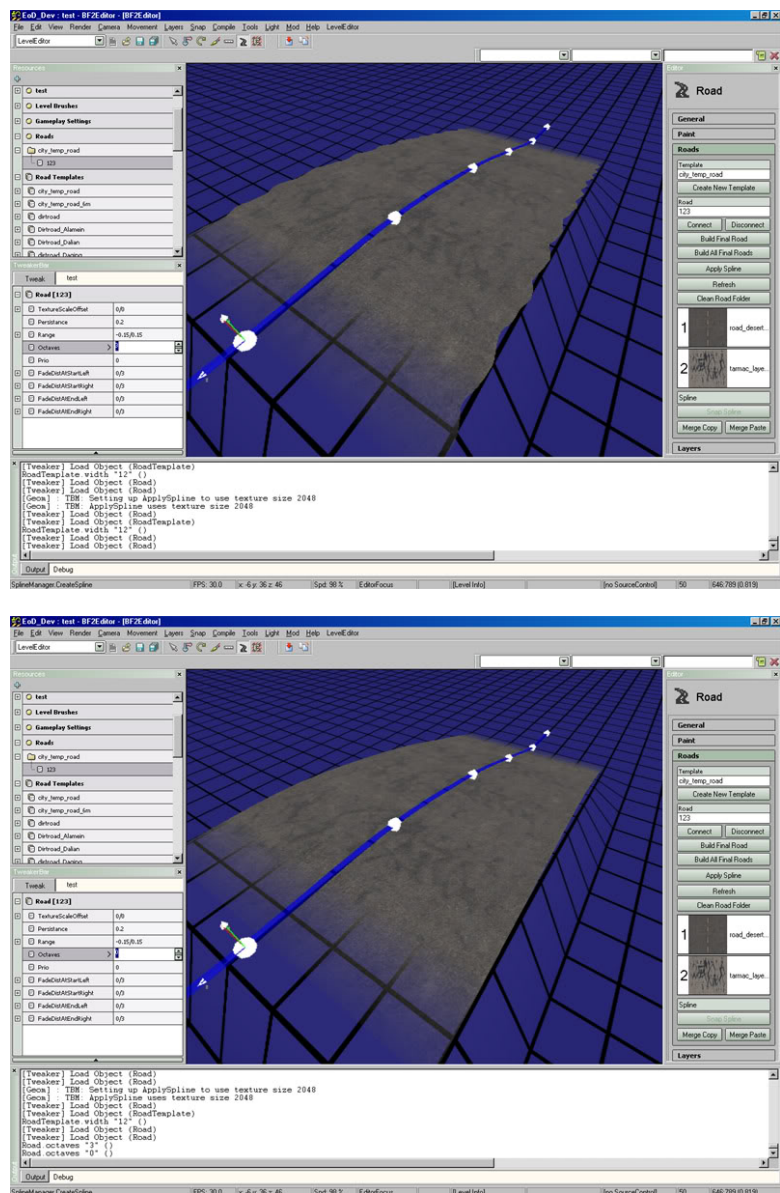


At this point, if you dont want the road it can be deleted, leaving you with a nice, tidy slope.

**Note:**

If you do want to keep the road, make sure you click "octaves" and make sure it is "0" and not the default "3"

This will give the edges of your road a nice smooth finish.



# JONES

Member



## Members

0

328 posts

Gender:Male

Location:Austria

Posted April 20, 2006 · [Report post](#)



really nice man thats an really creative tutorial never knew that and had long time playing with the terraintools, thanks man :wink:

## [EoD]Junglist

Member



Posted April 20, 2006 · [Report post](#)



No problem 😊



Members

● 0

295 posts

Gender:Male

Location:UK

**Catbox**

Expert

● ● ● ●



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

Posted April 21, 2006 · [Report post](#)

thanks dude... great tutorial... gonna mess with some splines myself lol CB

**Rhino**

Expert

● ● ● ●



Members

● 0

1,107 posts

Gender:Male

Location:UK

Posted April 21, 2006 · [Report post](#)

really nice tut man. Only wished i knew about this before, used photo shop before to do this 😞

**[EoD]Junglist**

Member

● ●

Posted April 21, 2006 · [Report post](#)

No problem lads 😊

If you need anything explaining more, just ask and I'll try to expand on it.

Hopefully you can get something like this, which I was working on for vanilla BF2.

Members

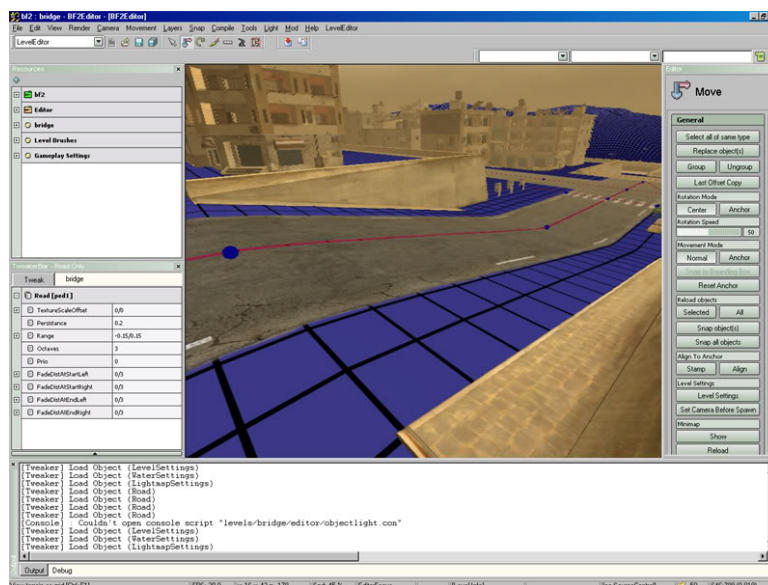
● 0

295 posts

Gender:Male

Location:UK

It uses the same technique.

**xtrm2k**

Newbie

●



Members

● 0

32 posts

Location:germany

Posted April 21, 2006 · [Report post](#)

Damn, it's so easy... \*slap myself with a big trout\* i make it handmade with smooth and platform tools... :oops:

**Sir.Darthmaster**

Member

● ●



Members

● 0

134 posts

Gender:Male

Location:Verrebroek, Belgium

Posted July 12, 2006 · [Report post](#)

wow thanks a lot for sharing this. Really handy 😊😄😊

**The\_Vulcan**Posted July 18, 2006 · [Report post](#)



Member



Members



69 posts

Gender:Male

Location:USA, USA, USA

This should have been a sticky on the home page !

5 gold stars for you.....

**{HHx}b14ze**

Member



Members



79 posts

Posted August 8, 2006 · [Report post](#)



Man I have had wavy roads forever and I have to tell you it's been driving me insane. Kudos and a big two thumbs up for this thread!

**[BGF]Robert**

Newbie



Members



3 posts

Posted August 10, 2006 · [Report post](#)



very nicley done bro, i got to give ya props for this one.  
Hooah!

**Titch2349**

Member



Members

Posted August 26, 2006 (edited) · [Report post](#)



is their a easier way to get the roads to fit the stone wall slopes....

this is what i do ..... after using this tip to try to get my terrain to follow the stonewall slopes in bf2, i found the best way to do it, was to put 2 spline control points at either end of the slope (ontop of each other) and to raise them a bit off the

● 0

135 posts

Gender:Male

Location:Lincoln, UK

place the terrain should raise to. Apply the spline, check it works, then delete the spline and build the proper spline that you want to go up the stone wall slope- but dont apply spline....

Edited August 26, 2006 by Titch2349

**jeffreyrichy**

Member

● ●



Members

● 0

328 posts

Gender:Male

Location:Camp Pendleton, CA

Interests:Game Design,  
Mapping, Enviromental Artist

Posted August 26, 2006 (edited) · [Report post](#)



yup, ^^^ thats what I do to0. I find its the best way to do it.

Edited August 26, 2006 by jeffreyrichy

**gendis1975**

Newbie

●



Members

● 0

13 posts

Posted October 16, 2006 · [Report post](#)



I follow this tutorial to build roads and create nice slopes for my terrain to the "T", but when I click apply splines my terrain disappears and all you can see is the road, the splines and the water underneath.

Is this just a major bug with the editor or am I possibly missing a step?

**Bensta**

Expert

● ● ● ●



Moderators

● 0

Posted October 18, 2006 · [Report post](#)



No thats not normal, and i cant think of anything wrong you could be doing to make it do that. When it does it look at your task manager, and see if your commitment charge isnt peeking too much.



1,781 posts  
Gender:Male  
Location:England

## gendis1975

Newbie



Members



13 posts

Posted October 18, 2006 · [Report post](#)



▼ **Bensta-IDF said:**



No thats not normal, and i cant think of anything wrong you could be doing to make it do that. When it does it look at your task manager, and see if your commitment charge isnt peeking too much.

thanks, I will check that. And if I see nothing strange there I will just reinstall the editor.

## pugdude

Member



Members



54 posts

Posted January 4, 2007 · [Report post](#)



When I Try to get a raod template...There is none. There no raods or anything?Help anyone?

## [EoD]Junglist

Member



Members



295 posts  
Gender:Male  
Location:UK

Posted January 4, 2007 · [Report post](#)



Try the post currently directly below this one...

<http://bfeditor.org/forums/index.php?showtopic=1236>

If that fails try making a sandcastle instead of a BF2 map...

## Catbox

Expert



Posted January 4, 2007 · [Report post](#)



That roads tutorial is out of date... with the 1.3 editor you



Moderators

● 0

4,912 posts

Gender:Male

Location:USA

dont have to uncheck roads in the mod manager... and you dont have to move any splines...

maybe someone can update the roads tutorial... Ill try to if i get a chance...

## DarthSkyline

Newbie

●



Members

● 0

29 posts

Posted January 4, 2007 · [Report post](#)

i tried this so many times, but it doesnt come out as perfect as seen in the images above....i get these sharp edges which zig-zag and what not 🙄

## [EoD]Junglist

Member

● ●



Members

● 0

295 posts

Gender:Male

Location:UK

Posted January 5, 2007 · [Report post](#)

▼ **DarthSkyline said:**

i tried this so many times, but it doesnt come out as perfect as seen in the images above....i get these sharp edges which zig-zag and what not 🙄

You really need to do them allong the lines on the grid, rather than against them to get them that crisp.

## 1/2Hawk

Moderator

● ● ●



Moderators

Posted January 15, 2007 · [Report post](#)

Wow - this is a fantastic tip for making perfect ramps! Thx dude.

One of the things I picked up when trying to iron out wrinkles in a ramp is to actually use the platform tool with a low sensitivity. It works a lot like the Level tool, except it functions at a set height. The reason I use this one for getting rid of small ridges on an incline is because you can define the set

● 0

934 posts

Gender:Male

Location:Nashville, TN

Interests:Plundering, looting,  
rum drinking, privateering,  
hacking, slashing, dice games  
(no pun), muzzleloading,  
cannon swabbing, planting big  
hickeys on all the fair damsels

height with the right mouse button when clicking on the terrain instead of typing in a value. Thus, if you have a bump - right click halfway up it, then left click to begin leveling it out. Then use the smooth tool to finish it off.

**jameslcfc**

Newbie

●



Members

● 0

21 posts

Posted February 24, 2007 · [Report post](#)

Thanks for the tutorial! It helped a lot.

**Dark\_Electro**

Member

● ●



Members

● 0

120 posts

Gender:Male

Location:Colorado Springs,  
Colorado

Interests:changes on a daily  
basis or weekly <br />heck  
what does not change

Posted April 9, 2007 · [Report post](#)

maybe its just me but the images are not showing up.

**whitewidow**

Newbie

●

Posted May 27, 2008 · [Report post](#)

I have the same problem...



Members

● 0

8 posts

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