Since after about 35 attempts using different configurations, I've finally gotten Operation:Enigma's heightmap into the editor - at a scale Im happy with.

See, worlds are MUCH different in the rendering engines between Battlefield and FarCry. Little bumps in your BF heightmap, are big hills in FarCry.

Heres a little mini-tutorial on how I got my heightmap working to happy medium using Photoshop.

Note: these instructions will only work with the default cryEdit map size. If you change the size of your map, then the heightmap youre going to import wont be the right size. Also, although this is written for an island based map, you should be able to follow nearly everything to get your full terrain based map into cryEdit as well.

1)First things first - export that battlefield heightmap to a 24-bit greyscale .raw image.

2)now, open up photoshop and create a new image 1024x1024 pixels.

3)On your new image, use the fill tool and fill your background black.

4)Locate and open your exported heightmap.raw file. You will find this in your editors install directory.

5)When you open your heightmap, youll be prompted with a dialog where you can make some additional file read settings - just leave everything as is and hit OK.

6)Now, verify that your heightmap.raw has been opened in RGB Mode. Do this by going to the Image menu, then Mode and under Mode, verify that RGB has been checked. If its not, then make that change.

7)Next, in your heightmap.raw file, go to the Layer menu-->New--> Layer...
When you do this, youll be prompted to make any inital property changes to the layer. Just click on the ok button, since we dont need to make any changes.

8)You will now see a new Layer1 shown in your Layers tab. If you cant find the layers tab, on the menu, go to Window-->Layers to show it.

9) Just like in step3, we want to paint this layer black, so select your fill tool and change the fill color to pure black (if it isnt already).

10)Next, on the menu, to go Layer-->Layer Style-->Blending Options. This will bring up the fun stuff for manipulating your layer.

11)Now were going to make a couple very simple adjustments. Simply change your layers blend mode to Darken and then adjust the opacity to roughly 70%. Through experience, this seems to be the closest ratio between rendering engines.

12)After youve made your blend mode and opacity adjustments, hit the Ok button.

13)Now we want to flatten the image. This will take all layers (in this case, only background & Layer1) and merge them into a single background layer. To do this, on the menu, simply go to Layer--> Flatten Image.

[edit]Forgot a step:
You will now need to rotate your canvas vertically. Image--> Rotate Canvas-->Flip Canvas Vertical. If you dont do this, your heightmap will be bas-ackwards in CryEdit..DOAH!
[/edit]

Now that were done with heightmap.raw, its time to move it to the new image.

14)In your tool pallet, select the move tool (top right hand button) OR hit V to select it. Once youve done this, simply hold your left mouse button on heightmap.raw and then drag the layer over to your new image.

Depending on the original size of your heightmap.raw youre probably going to have alot of open black space on the new image. Personally I was happy with that result, so I just eye-centered the new layer on the image. If you wish, you can scale your new layer however, you will lose quality of the resulting heightmap.

15)Once youre happy with the location and/or scale of your layer, its time to flatten this image. Once again, on menu, go to Layer--> Flatten Image.

16)NOW its time to save. Since I had NO luck what-so-ever with the .raw file format, I opted to save as a 24-bit Windows Bitmap. Save the file, and give it whatever name you desire - just remember it and the location you saved it to.

CryEdit Time!
If you havnt already done so, create a new map using the default world scale.

Time to get that heightmap imported.
17)On the CryEdit menubar, click on Terrain-->Edit Terrain...
This will bring up your terrain edit window.

18)On the File Menu (of the terrain edit window), click on Import Heightmap...

youll be prompted to find the image you saved in step 10. Find it and click on Open.

19)Now for tweaking - and heightmap independent adjustments.
Now that you've imported your heightmap, youll probably want to make adjustments to the water level. If you can't see your terrain at all (the entire window is covered with an ugly water texture), then youll need to lower your water settings. This is done by going to the Modify Menu (of the terrain edit window) then click on Set Water Level. When you do this, youll be prompted with a small window to set your water height. Personally, I started making small adjustments of 2, however, you can make the adjustments quite large, or fine tune right down to the .100ths.

20)Once you get a water level thats similar to what it appeared in Battlefield, simply click on the OK button. The editor will now reread the heightmap and make adjustments accordingly.

NOTE: Initially, right after I did this, it appeared that my entire terrain was under water. I dont know why - but simply Generating Surface Textures (main CryEdit menu - File-->Generate Surface Texture) fixed this, plus it generates terrain shadows at the same time - in MUCH less time than Battlefield does.

The rest is tweaking. Your heightmap will probably not be as smooth as it originally was, so youll need to do some smoothing in the perspective view. Also, it may take a few tries to get your heightmap scale correctly - so i suggest keeping Photoshop open while you are working on CryEdit (least till you get your settings where you are happy). If you have to go back to photoshop and make adjustments, you will still be able to undo the flattening of both images. After doing it a couple times, itll go quite quickly if you need to go back and adjust - take my word for it.

Hope this experience will help out others as well.

Finally, please share your experience of this tutorial - weather or not it worked as explained, what different things you had to do and any problems encountered. With

enough feedback, I can make this a tutorial that works with a larger percentage of people wishing to use their Battlefield heightmaps.

Good Luck!!