Subject: attaching objects to other objects perfectly
Posted by Anonymous on Fri, 24 Jan 2003 11:51:00 GMT
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quote:Originally posted by SOSToasty:thanks guys   that all helped loads. But i'm not tryig to fill in holes. Im booleaning the floor plane so that a waterfall falls down a pit/cave thing under the ground level.check the gmax help file - there is a way to join two meshes together seemless.. (example they use is a handle for a cup)when i get home - i will look it up...