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Subject: attaching objects to other objects perfectly

Posted by [Anonymous](#) on Wed, 22 Jan 2003 11:15:00 GMT

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I'm trying to make a big hole in the ground but the dude who made the terrain only had about 10 vertex thingies in the whole plane so its kinda hard. How do i get a plane and mould it into a hole shape i want then attach it to the hole in the ground without having to try and change each vertex? Does welding do it? Or can i use align on vertex? Anybody know what to do? i wanna attach 2 planes together [ January 22, 2003, 11:16: Message edited by: SOSToasty ]

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