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Subject: Cutting Holes In Terrain Help

Posted by [Anonymous](#) on Sun, 12 Jan 2003 10:58:00 GMT

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Not having made a Renegade map myself, I can only tell you how to do it in a general sense. Basically, place the building in the area you want it to be, then create polygons going from the nearest edges of your terrain to the vertices at the base of the building.

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