Subject: Simple VIS tutorial for the curious
Posted by Anonymous on Fri, 04 Oct 2002 14:15:00 GMT

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I have a question, when I made my VIS planes and such, instead of detaching each face which would give me A LOT of new names in GMAX,(I have a large map to work with) I instead detached each face as a new element of one large mesh, but not macking each its own object. Will this give me the same results as doing it the other way? I did it like this to save time, but I got plenty of time now, if I need to do it over. Thanks for any help you can give.Triforce