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Subject: Re: i was wondering...

Posted by [Halo38](#) on Sat, 12 Aug 2006 00:33:08 GMT

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Yes, the easiest way is the way i do it.

There is no need to delete the terrain mesh that comes with (for example) the "buildings-setup.gmax" file the terrain seen in this file (called "Object01" and "Plane01") is perfectly aligned to the buildings so keep this mesh

Build your map around these two terrain meshes, then use the edit mesh "Attach" tool to attach "Object01" and "Plane01" to your maps ground terrain mesh. Then use the create tool to build new polygons to fill in the gaps around "Object01" and "Plane01" and your maps terrain mesh

If you wish to move the buildings to different locations then you can detach the polygons of "Object01" and "Plane01" that are around the building you want to move to separate meshes (for each building) and group them with the building you wish to move so that the detached terrain stays aligned to your building.

hope this helps

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