
Subject: Re: Adding Default Buildings in Gmax
Posted by [Altzan](#) on Tue, 13 Jan 2009 02:03:03 GMT
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I already have the buildings. It's just that, if you plop them onto your ground in Gmax, it looks extremely ugly ingame. You have to make a hole in the ground for each building and morph the hole to fit the building.

Really Dumb Example (Will Lower IQ)

Like this, see, each block has a corresponding hole to put it in. You have to do this in RenX too, make holes in the ground and place the buildings in them.
