

---

Subject: Re: Mapmaking problem/question...VIS?  
Posted by [Mauler](#) on Sun, 25 Jan 2009 03:12:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Think the Hourglass Gmax Template has buildings setup with mesh clipped from under buildings not sure about other Gmax setups, but that's where i would start, or simply do it yourself by arranging vertices manually to create mesh around structures.

Also Aircraftkiller created a tutorial which briefly covered how to do this on C&C Den [LINK]

---