Subject: Need help with cutting the terrain for structures.
Posted by icedog90 on Fri, 30 Apr 2004 17:13:29 GMT

AircraftkillerOr you could simply use the damn temporary ground meshes provided for you, that's what they were put in for..

I honestly hope you don't think those untextured polygons around the buildings are meant to be deleted.

Actually, I did use the temporary on a level once. It worked fine, but then a line shows around the seperate mesh because the texture isn't properly UVW mapped to be the exact size and position as the normal terrain.

Silent KaneCreate a plane, convert it to a mesh, delete all faces and verticies, then turn snap to vertices on, crate verticies about the buildings and build the rest of the mesh. Works best that way.

Thanks, I'll try that.