
Subject: Need help with cutting the terrain for structures.
Posted by [IRON FART](#) on Fri, 30 Apr 2004 17:14:46 GMT

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

What/where are those? I'm gonna make a map one of these days, so I'd like to know the proper way to place buildings as well. Why can't you just put them on "top" of the ground terrain? You can put them on top of the terrain, but you shouldn't. The bottom of a building is going to be flat, correct? Well the terrain often isn't flat and that could cause parts of the terrain to come up through the building.

Also you'd want the building to be perfectly level with the ground. If you didn't cut away the terrain, the two objects would simply coincide and cause clipping errors. In which case you'd have to raise the building a bit which is a crude way to deal with a simple problem.

If you have elevators in your building, the terrain wouldn't let you pass through to the lower levels.
