
Subject: Polygons along Buildings

Posted by [The Party](#) on Fri, 01 May 2009 13:32:31 GMT

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Okay so I was reading this tutorial about deleting polygons around a building and then moving the meshes together to form a nice border around the building but yet open under the building.

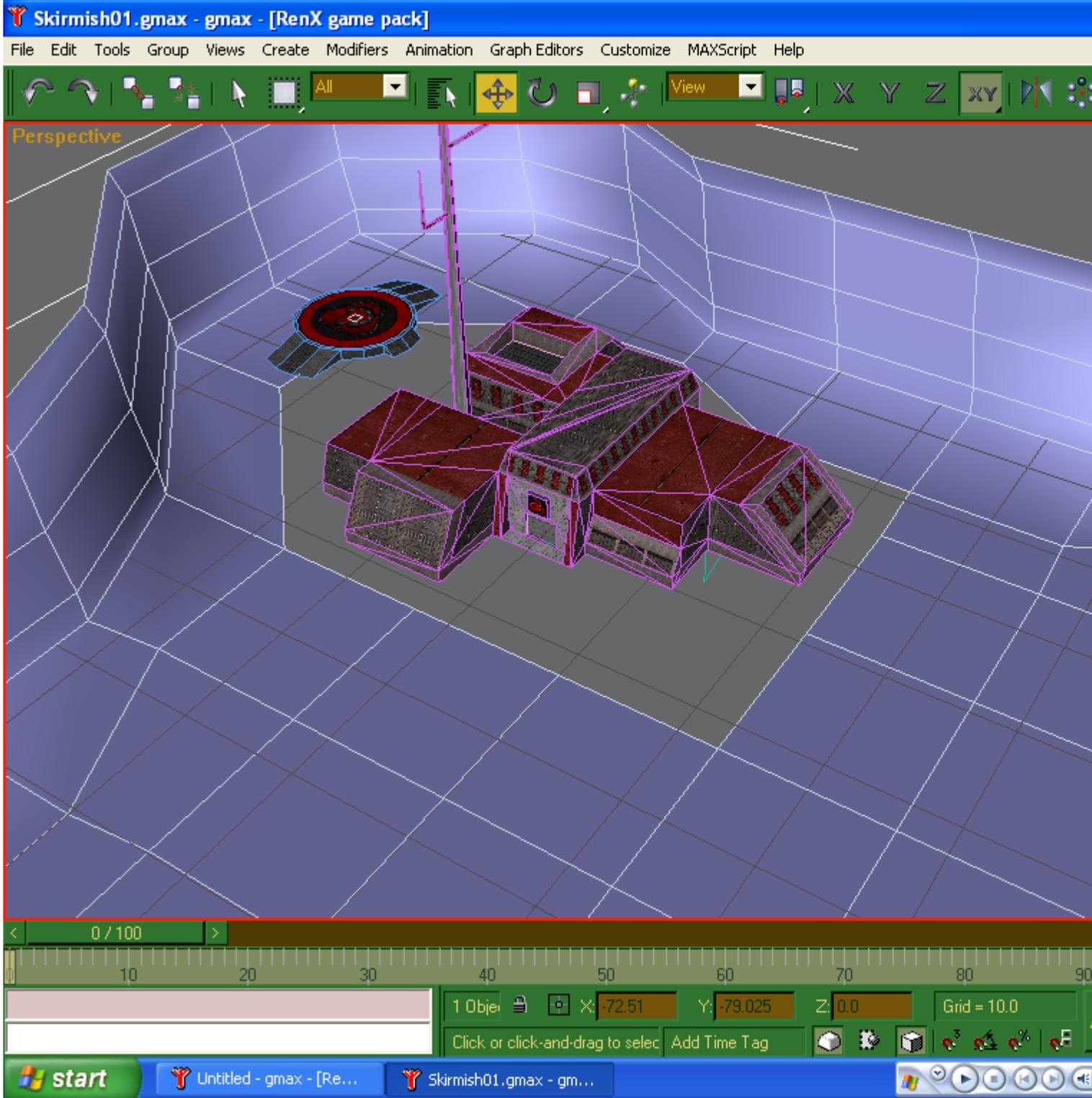
Like in single player you can go underground because you delete the polygons under it.

So I am having a hard time with alligning them up does anybody have any tips what so ever?

EDIT: BTW it is not really 6:23 am my clock is like 3 hours behind. Just so your not like omg early in the morning!?!?!?

File Attachments

1) [polygon help.PNG](#), downloaded 495 times



Subject: Re: Polygons along Buildings
Posted by [saberhawk](#) on Fri, 01 May 2009 13:41:10 GMT
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MasterEvolution wrote on Fri, 01 May 2009 09:32

EDIT: BTW it is not really 6:23 am my clock is like 3 hours behind. Just so your not like omg early in the morning!?!?!?

What's wrong with being awake at 6:23 am?

Subject: Re: Polygons along Buildings

Posted by [Altzan](#) on Fri, 01 May 2009 14:11:24 GMT

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This part of the mapmaking process really sucks

Subject: Re: Polygons along Buildings

Posted by [Stefan](#) on Fri, 01 May 2009 14:13:50 GMT

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<http://cncreborn.planetcnc.gamespy.com/forum3/viewtopic.php?f=6&t=2860>

There's a tutorial by r3145234124123 which explains how to do it..

Subject: Re: Polygons along Buildings

Posted by [The Party](#) on Fri, 01 May 2009 15:23:03 GMT

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Thanks Stefan this was everything I needed.

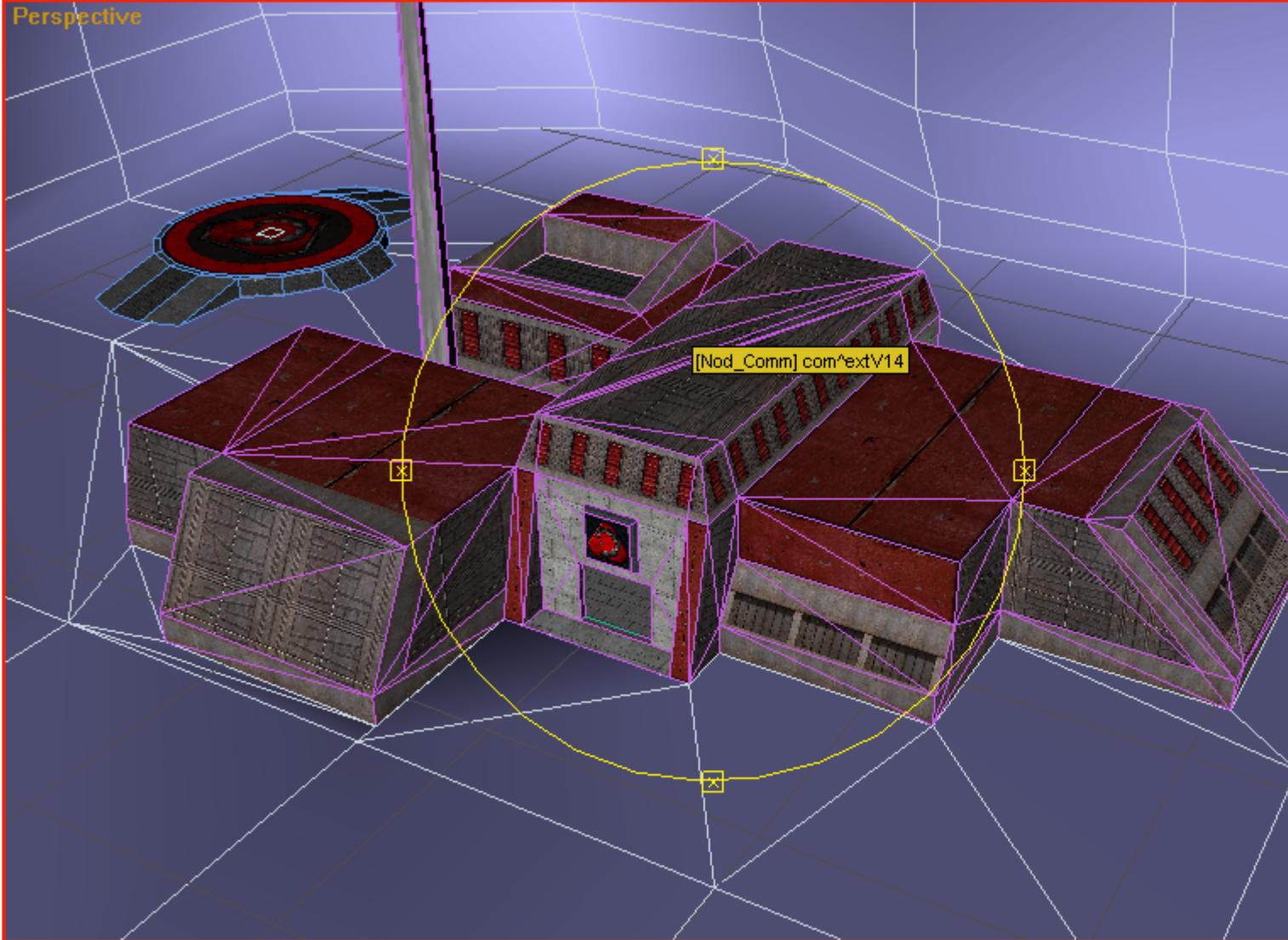
EDIT: I fixed the time on my computer.

File Attachments

1) [polygon finished product.PNG](#), downloaded 376 times



Perspective



0 / 100



1 Object X: -74.517 Y: -76.824 Z: 0.0 Grid = 10.0

Click and drag to rotate the view Add Time Tag