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Subject: Re: Another WIP Map

Posted by [Aircraftkiller](#) on Wed, 15 Feb 2006 04:38:10 GMT

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Weld the buildings to the terrain, press S and turn on 3D snap. Shift and right click, set your snap settings to Grid and Vertex. Snap vertex points to the building edges, there's no reason for them to be sitting on the ground instead of being part of it.

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