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Subject: Re: Another WIP Map

Posted by [Titan1x77](#) on Wed, 15 Feb 2006 04:43:30 GMT

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Aircraftkiller wrote on Tue, 14 February 2006 23:38Weld 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.

Shouldnt he just use vertex for the snap settings?

A grid point may be close to a vertex of the building and will leave a gap.

Once you do this you should save the cut out terrain around your buildings for easy building placement in the future....also use the flying buildings or else youll have to do it again.

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