Subject: i was wondering...
Posted by futura83 on Thu, 10 Aug 2006 22:38:47 GMT

View Forum Message <> Reply to Message

when you add a building to renx, you have to delete the mesh and shape it around the building so textures/bottom floors work alright.

i was wondering, is there a quick way to do this without having to move vertices/edges around? or will i have to spend time doing this all the time?