Subject: Re: i was wondering...
Posted by futura83 on Fri, 11 Aug 2006 09:59:15 GMT

YSLMuffins wrote on Thu, 10 August 2006 18:19the17doctor wrote on Thu, 10 August 2006 17:38when 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?

No, you don't--just look for the building tutorials in the stickied threads at the top of this forum and they'll tell you how to do it properly.

there arent any sticky topics at the top of this forum with building tutorials though...