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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

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1) [polygon help.PNG](#), downloaded 491 times



Perspective

