Subject: Polygons along Buildings Posted by The Party on Fri, 01 May 2009 13:32:31 GMT View Forum Message <> Reply to Message

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

1) polygon help.PNG, downloaded 323 times

Page 1 of 2 ---- Generated from Command

Command and Conquer: Renegade Official Forums

