Subject: Need help with cutting the terrain for structures.
Posted by Spice on Fri, 30 Apr 2004 05:34:12 GMT
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ok this is a little complicated to explain. The thing is I dont think I might be explaining the Right thing here. So baer with me. :oops:

1) Ok First Thing is First. Merge your map with your buildings Preset. Flying or non-flying set. Select one of the whole bases nod or Gdi. Thats Including the Pink Terrain mesh that outlines the Buildings Powerplant , Refinery , Barx or hand Weapons Factory or Airstrip and the Defenses , oblisk or Guard Tower.

2) Map out where you want your Base for that Side (Gdi or Nod). Cut a hole in your Main mesh for ground where you want your base. Make sure that pink ground Preset will fit in the Square you vut. Level it up. Make sure you still have all the buildings and the grounf selected when leveling the ground with the buildings ground.

3) Now wiht your Buildings mesh and your ground mesh leveled with eachother Select one and convert it to editable mesh. Then hit attach and attack it to the other. Now Select Editable mesh and hit vertices. Select the closet Vetices and Weld them together. After you are done it should look something like this.

Im sure someone could explain this better. Also Im sure I didnt have to add all the detail since your are experianced , But it might help other. Also I have no clue if i Even helped you at all.   I think you said you were trying to make your buildings outlined so they would fit in your map.