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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!?!?!

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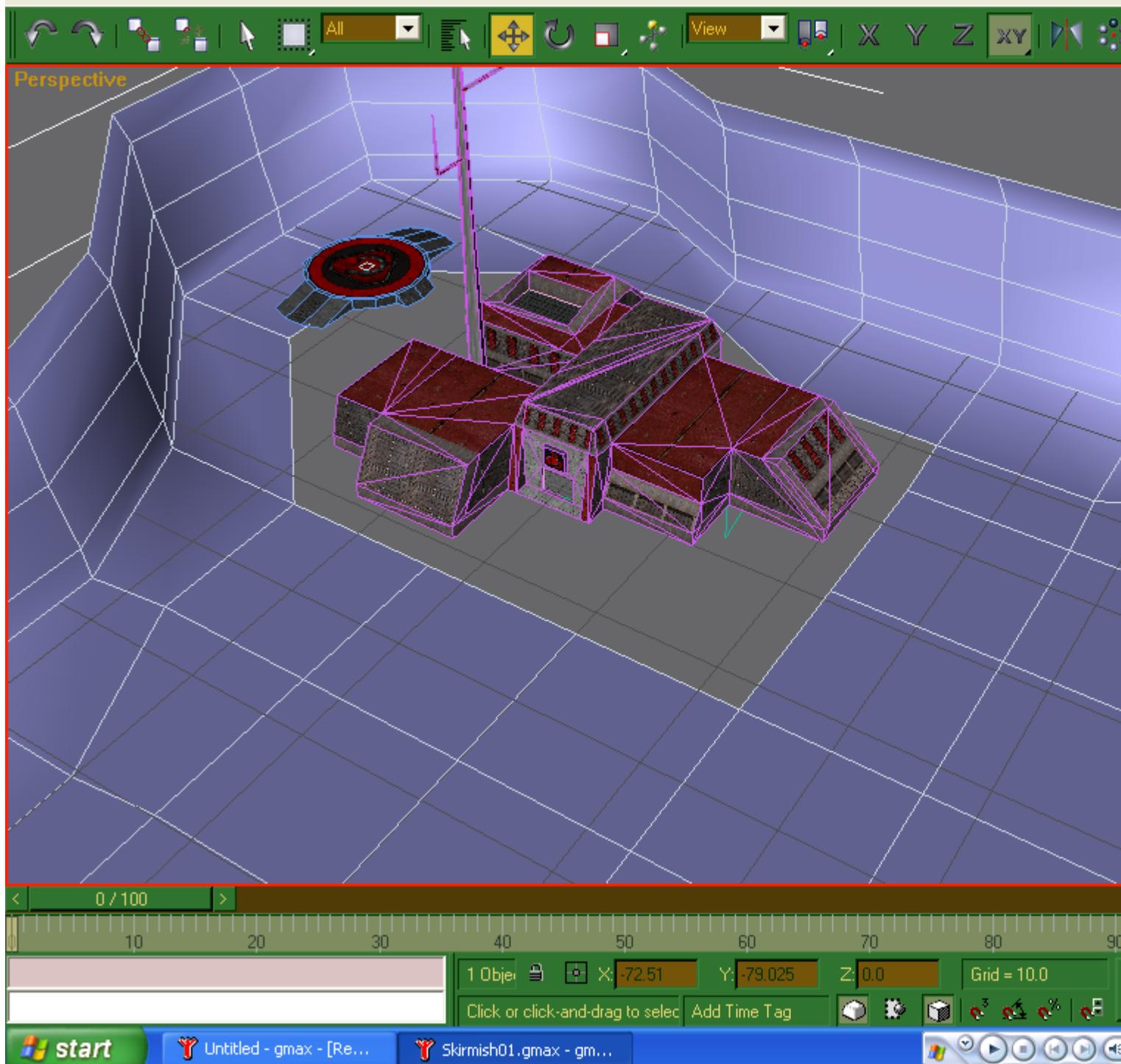
#### File Attachments

1) [polygon help.PNG](#), downloaded 433 times

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## Skirmish01.gmax - gmax - [RenX game pack]

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Subject: Re: Polygons along Buildings

Posted by [saberhawk](#) on Fri, 01 May 2009 13:41:10 GMT

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MasterEvolution wrote on Fri, 01 May 2009 09:32

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!?!?!

What's wrong with being awake at 6:23 am?

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Subject: Re: Polygons along Buildings

Posted by [Altzan](#) on Fri, 01 May 2009 14:11:24 GMT

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This part of the mapmaking process really sucks

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Subject: Re: Polygons along Buildings

Posted by [Stefan](#) on Fri, 01 May 2009 14:13:50 GMT

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<http://cncreborn.planetcnc.gamespy.com/forum3/viewtopic.php?f=6&t=2860>

There's a tutorial by r3145234124123 which explains how to do it..

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Subject: Re: Polygons along Buildings

Posted by [The Party](#) on Fri, 01 May 2009 15:23:03 GMT

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Thanks Stefan this was everything I needed.

EDIT: I fixed the time on my computer.

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**File Attachments**

1) [polygon finished product.PNG](#), downloaded 343 times

# Skirmish01.gmax - gmax - [RenX game pack]

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