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Subject: Hm... Gymnasium Floor Markings

Posted by [Slash0x](#) on Fri, 04 Mar 2005 19:01:01 GMT

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Make it a mesh and raise it 0.013 (give or take a little) from the mesh, don't allow any collisions with the floating mesh (which doesn't look like it's floating). That's the easiest way that I know of rather than taking the mesh and making tons of polies to get the lines and applying multiple textures.

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