Subject: Adding Default Buildings in Gmax
Posted by Altzan on Tue, 13 Jan 2009 00:54:55 GMT
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This is my big problem, and I couldn't find any good solutions for it, perhaps some of you might have a good method.
I want to easily integrate the buildings into a level in Gmax. But the only way I know of to do that is to delete parts of the ground and line the hole up around the building (for ones like Power Plant, which has many vertices at the base, can be time-consuming).

This, as far as I know, may be the only method. But does anyone know how to place the buildings onto the ground in Gmax with a more efficient process?