Subject: Need help with cutting the terrain for structures.
Posted by --oo00o00oo-- on Fri, 30 Apr 2004 11:20:01 GMT

^^ if u simply "placed the buildings ontop of the ground" 2 things will take place (depending on the structure).

1. of course if the building has a lower level, the ground would make the lower part unaccessible.

2. the floors and the ground will interpolate, causing "Z fighting" (flickering of the 2 overlapped textures).