

---

Subject: Need help with cutting the terrain for structures.

Posted by [Sir Kane](#) on Fri, 30 Apr 2004 16:01:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Create a plane, convert it to a mesh, delete all faces and verticies, then turn snap to vertices on, crate verticies about the buildings and build the rest of the mesh. Works best that way.

---