

---

Subject: Got To Be An Easier Way To Cut Holes?

Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:03:00 GMT

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

---

Um, why the hell are you going through all that trouble when almost every structure has a temporary ground mesh inside its parts folder? Look for anything named ground... Or unhide everything in the Max scene. You'll magically see a piece of ground that fits perfectly. Just merge the structure to the empty ground if it has a separate Max scene for the ground. If it is hidden in the exterior portion, just merge the ground and the structure with your map and weld the vertices to the map.

---