
Subject: INGROWNLIP

Posted by [Anonymous](#) on Thu, 19 Dec 2002 19:17:00 GMT

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Yes there are ways, but most are time consuming. I made at least 2 Hieghtfields with Buildings.C&C_Garth*.mix and C&C_*Gardens*.mix you need to know the XYZ that your building will be at. I used a Crate spawner, but a Tile Object will work also. place the object where U want a building then double click the object, the window that pops up will give you the objects co-ordinates. use those. U may have to adjust the Z in GMAX a couple times to get it right. (remember that Buildings are Terrain)
