
Subject: not a huge feekin thing but....

Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:10:00 GMT

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The easiest way ive found to just bring meshes together is to go to the mesh that you want to attach the object to, and copy down the locations of the vertexs on the side you want to attach the object to. Then, go to the object you want to attach, click on its vertices, and type in the coordinates. Get the vertices as close as possible first before you do this. This works best for ground, so you don't have nasty overlapping meshes. EDIT: but no, its not a really huge deal, and some WW maps have this 'glitch' present. It is extremely noticable in glacier. [December 09, 2002, 15:11: Message edited by: bearxor]
