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Subject: Re: i was wondering...

Posted by [YSLMuffins](#) on Thu, 10 Aug 2006 23:19:39 GMT

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the17doctor wrote on Thu, 10 August 2006 17:38when you add a building to renx, you have to delete the mesh and shape it around the building so textures/bottom floors work alright.

i was wondering, is there a quick way to do this without having to move vertices/edges around? or will i have to spend time doing this all the time?

No, you don't--just look for the building tutorials in the stickied threads at the top of this forum and they'll tell you how to do it properly.

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