
Subject: C&C Pacific -first map planned to be released
Posted by [bigwig992](#) on Tue, 20 May 2003 19:37:41 GMT
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I'd clone your island mesh, then select editable side mesh. Select the open edges button, punch in .00001 into the extrude number box, hit extrude, then drag it up. Then you have a perfectly fit vehicle blocker. Check hide, deleted all the extra polygons, and set the collisions.
