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Subject: Welding Buildings

Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 21:40:39 GMT

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You don't weild them. You weld them. Weilding is handling something with relative skill, such as weilding a sword or a rifle for combat.

You simply cut a hole around the terrain, in the general shape of the temporary ground meshes I made, and weld the vertex points together once the temporary ground mesh is near flush with the object weld on the Z axis.

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