
Subject: Water

Posted by [BabyCatjuhh](#) on Mon, 21 Jun 2004 06:31:59 GMT

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TiduBabyCatjuhh

And when I use Buildings_setup.gmax and I move the buildings I see there's no ground under them.. I read somewhere I have to do this when I want to add buildings myself, I believe on CNCDen, but that tutorial is confusing me so I don't know how to do that :/

Waht do you mean you see no floor?

if you see the texture under the building, like grass instead of the real floor, then go into renx, go to the Left/Right view, and put the bottom line of the building on the line of the ground.

if you see no floor, liek you fall through, then i have no clue.

you seem to be having a lot of crashing problems etc. is your pc old?

No, my pc is quite new actually. The only thing I keep crashing with is the Build Dynamic Culling system with LE. I mean, when you start up buildings_setup.gmax, and yu move a building, there's no plane under it. I believe this is so that you can enter the building without getting stuck. But I don't know how they moved the pieces of the plane the building is on, and since there's no real tutorial on that It'd be nice if there was one, which is explained clearly.
