Subject: not a huge feekin thing but....
Posted by Anonymous on Sun, 08 Dec 2002 18:32:00 GMT
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whenever i look in leveledit at buildings i made or anything with a a overhang, even though these planes are perfectly lined up, the intersections of these planes has a little see through.here: http://www.n00bstories.com/image.fetch.php?id=1026978223you see, little white dots of where u can see through. will this show up as prominant when in game? or will it go away? cause my buildings look bad when the sky is bright.

Subject: not a huge feekin thing but....
Posted by Anonymous on Sun, 08 Dec 2002 18:50:00 GMT
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Before texturing them, next time attach the two objects together, weld the vertexes together, then detach the faces. Now you can texture accordingly.But I myself never go the trouble of this though. Gmax isn't that precise.

Subject: not a huge feekin thing but....
Posted by Anonymous on Sun, 08 Dec 2002 18:55:00 GMT
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please tell me how to weld the verticies!ive been looking for a way to do that.

Subject: not a huge feekin thing but....
Posted by Anonymous on Sun, 08 Dec 2002 19:13:00 GMT
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If they are two separate meshes, you need to go to editable mesh and hit the translation (move) transform. Now, on each vertex you want to align, copy it's coordinates to notepad. Do that for each vertex you want aligned. Now, go to the other mesh, and copy the coords into the corresponding vertices so that they are exact. This should fix it. If you want to weld vertices, they have to be in the same mesh. I wish gmax would let you align vertices of different meshes though, it would be alot faster than this.

Subject: not a huge feekin thing but....
Posted by Anonymous on Mon, 09 Dec 2002 06:01:00 GMT
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hell, ima just make it a night map

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]