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Subject: Welding Buildings

Posted by [LucefieD](#) on Thu, 01 Apr 2004 21:17:26 GMT

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I want to add the buildings to my ren alert map, but its becoming a pain. I've been doing it the old fashioned way, add building, and cut whole for it in map I heard something about welding the buildings into the map. Like the Ren Alert buildings come with that plane with the holes already cut in it How do i "Weld" it into my terrain?

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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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Subject: Welding Buildings

Posted by [LucefieD](#) on Thu, 01 Apr 2004 21:43:58 GMT

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oh whoops duh lol :rolleyes: :oops: But uh thats my question how do you weld? Like where is the button or whatever

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Subject: Welding Buildings

Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 22:01:14 GMT

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Vertex subobject mode > Weld Selected.

Increase the threshold for larger weld areas between vertex points. It only works on a single mesh.

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Subject: Welding Buildings

Posted by [Spice](#) on Thu, 01 Apr 2004 22:07:29 GMT

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I made my own preset mesh for the buildings to weld to your ground mesh. They are almost perfect squares and make them easy to weld into the ground. If you want i can send them to you

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and you can merge them to your scene

To weld two objects, select one of them and convert it to editable mesh, select vertex in the drop down for editable mesh. scroll down on the tool box right under your modifier box and hit attach. then select the object or mesh you want to attach and click it. Make sure when you attach the objects in the place you want them to be attached. (ex you cut a hole in a object and want to fill it with another plain/mesh just move the mesh or plain and put it near the hole in your main mesh and attach it) To weld it hit editable mesh on your newly selected plain. Scroll down on the tool bar below the modifier box. Look for a set of buttons with "weld" above the set. There should be a "selected" Button. Next to it there should be a value box. I usually set it to like 600 so it has a good amount of space to weld. Now select the two vertices you want to weld together. And hit the "selected button". They should merge to make one vert., instead of 2. Make sure when you hit selected they are close together or it will stretch your mesh out a lot. If you get an error increase the value but as long as they are quite close to each other (i mean very close) they should weld and not stretch the mesh out too much. This may seem very complicated but it is quite easy if you need any more help i can post some pics. Once you go through the process once it catches on real quick.

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