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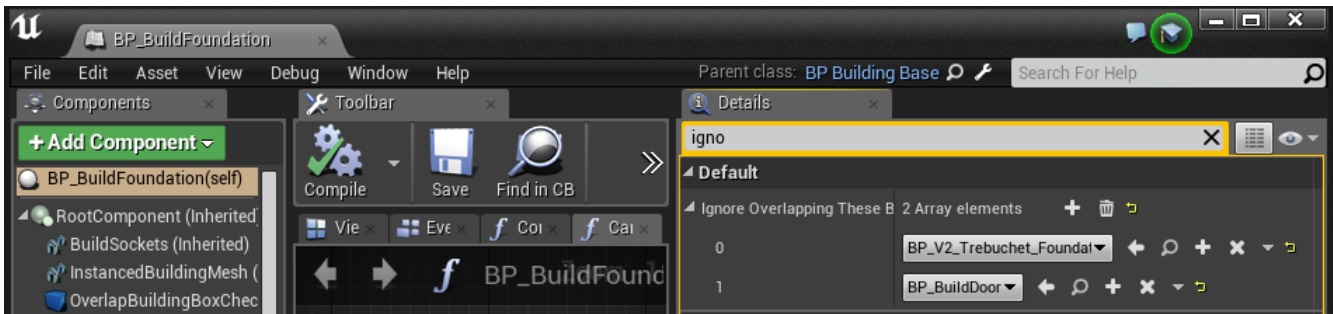
Building Addendum 2018-07-07 (Handling overlaps).....1

## Building Update 2018-07-07 (Handling overlaps)

Buildings were upgraded with easier-to-mod functionality. The changes were made to the way building pieces handle ignoring overlaps.

**Prior to this patch**, it used to be that you would need to link each individual mesh to the master blueprint in order to make sure that every (for example) stair was compatible with every pillar, etc.

**Now**, it's instead handled through a list available in the Class Defaults, like so:



For the most part, you shouldn't need to touch these unless you are adding more building pieces.