Subject: I need some Textures Posted by Anonymous on Mon, 17 Feb 2003 08:47:00 GMT View Forum Message <> Reply to Message

there is no inside of a box, the way i make tunneles is i take a boc then i use vertex option and take the end vertexs and swich them around turning the box inside out, then i jsut delete the vertexs on the end so there is an opening

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