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Subject: Got To Be An Easier Way To Cut Holes?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:55:00 GMT

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Ok it took me around an hour to cut a hole in a mesh for the underground of singleplayer buildings to work. Here is the hole <http://www.n00bstories.com/image.view.php?id=1882854340> .The way i made it is by writing down the X and Y coordinates of each vertex that touched the ground. Then i typed the coordinates into the vertex of the ground mesh so that they are in line with the ones on the building. I would like to know is there an easier way to cut these holes for the interior of the buildings? i tried using boolean but that acts like a pastry cutter because the mesh is hollow. Anyone got an easier way of doing this?Thanks [ January 15, 2003, 14:00: Message edited by: General Havoc ]

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