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Subject: How do i make tunnels?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 10:50:00 GMT

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an alternative method is to flip the polygons. Start by making a box. Extrude it a few times and model into the shape of the tunnel. Then select all the polygons involved and 'flip' them. The flip button near the bottom of the editable mesh rollout. The only problem is that its hard to see the shape of the tunnel as the polygons can only be seen from one side. To solve this right click on were it says the name of the viewport your in and go to configure. In the viewport rendering options check the box called 'force 2-sided' . This will not affect w3d properties just the way you view in renx.

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