
Subject: How do i make tunnels?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:04:00 GMT

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quote:Originally posted by maytridy:Use the boolean tool. Make the object that u want to make a hole\tunnel through (Object #1), then make another object that goes through the object that you want to boolean (Object #2). The object #2 will make a cutout of object #1. To do this: Press "Y" to bring up the toolbar. Select object #1. Then click the compounds tab and click the little box that has all the holes in it called "Boolean". Then click "Pick Operand B" and then click object #2. This will make the tunnel! If you have any other questions or if your confused, e-mail me at

Maytridy@rochester.rr.com Screenshots

Below<http://www.geocities.com/maytridy/Boolea>

n_Tut.html?1040674949546<http://www.geocities.com/maytridy/OWW.html>This tool can be used for many other neat things! I can't texture my objects after using the boolean tool. What am I supposed to do?
