Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 09:54:00 GMT

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quote:Originally posted by DeafWasp:****, you see.....this waterfall has a cave behind it where you can get a med tank from.what do i do? the tank has to go through it.maybe i could make a copy of the waterfall and boolean it!could someone tell me how to boolean?uhm =- just dont set any w3d options for collision on the mesh...that should work....