
Subject: Gmax line-3d question

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:49:00 GMT

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OK, I can think of a few ways to do this. But, let's try doing it the loft way, since you are already using splines. First, make your octagon(for example, and do not convert it, leave it as a splline). Then make a different line, with just 2 points that go straight up. Convert it to an editable spline, and check to make sure that the points on this line are in the same x,y coordinates so that the shape you are making does not lean. Now, select your octagon. Go to compound objects; it is right under standard primitives. With the octagon selected, choose loft, then click get path. In one of the views, select the line you made. Now open up the skin parameters. Change shape and path steps to 0, and check the flip normals box. Now you can convert your new shape to an editable mesh. I recommend you get rid of the original octagon and line without getting rid of your shape. The lines do not translate into lvl editor very well. This may seem difficult at first, but I find lofting to be a very powerful tool. [October 14, 2002, 12:49: Message edited by: steggyd]
