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Subject: Boolean Method Tunnel Tutorial

Posted by [Leaddog28](#) on Sun, 20 Apr 2003 01:41:05 GMT

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I have done that. What I am looking for is an easier way to texture the ceiling, walls and floors. Currently the way I am doing that is by detaching the selected polys. But if you have multiple tunnels cut out of the same box, detaching gets a bit more complicated and is very time consuming. I think that tutorial had a different way of being able to isolate the polys I want to texture.

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