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Subject: I have a Question...

Posted by [boma57](#) on Mon, 28 Jul 2003 02:54:21 GMT

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Yeah, you'll need to cut a hole in both the external wall and the interior wall.

The best way to do it:

Create a box the size of the doorway you want, and place it where you want, it can and probably should stick out of the walls sufficiently.

Select the wall, go to Compound Objects: Boolean, select reference and click on the box. This should cut an outline in the wall the shape of the box.

Now, select the box. Resize it so it fits in the hole created by the boolean effect, then delete the two polygons on the edges that obscure the doorway. Select the others with the tool that looks like a cube, then flip them, attach it to the walls and weld the vertices together.

Then, you can put an actual door in the doorway in LevelEdit

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