
Subject: Re: ok so about my map
Posted by [Distrbd21](#) on Tue, 23 Jun 2009 18:21:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Tue, 23 June 2009
02:19<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=28>

i said in my other post that i read that and did it like 20 times and i still fail to twist it around to make it fit my map the only thing I'm good at is making it.

this is where i get stuck

Quote:Select your Tunnelmesh and add another boolean Modifier, use (*)Move , select the merged planes as Object B.
