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Subject: New Building Tutorial

Posted by [General Havoc](#) on Wed, 25 Feb 2004 18:59:25 GMT

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I don't remember boolean ever being that complex. Normally you just place the cube where you want the hole, select compound objects then click "Pick operand B", you may have to change the method to "Subtraction B - A or A - B" to get it to create the hole in the building rather in the cube.

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