
Subject: Creating a cave(inner and outer) in g-max
Posted by [bigwig992](#) on Mon, 24 Mar 2003 12:28:22 GMT
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Since I'm horrible in RenX, I just check the vertex XYZ postion, write it down on a peice of paper, give the other vertex those coordinates. Than after I get all the vertex's in the right places, I just attach it to the other objects. But that's only when i need precision modeling.

Eh, forget all I said, I'm horrible in RenX .

ACK, he's asking questions so he can become half way decent at modding. If your not going to anwser his question, don't even reply, go cry to the moderators about it, if they DO care that he ask a lot of questions, than you should come back and start bitching and moaning.
