
Subject: CNC_Tunnels

Posted by [Anonymous](#) on Sun, 13 Oct 2002 15:28:00 GMT

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one of the maps for my mod, this one i was just messing around with UVW Mapping! looks good so far in my eyes.P.S yeah i do want you to fall!http://www.renegademods.info/users/Laser2150/CNC_funkytunnels.JPG P.S.S no its not the name it will have, just won't let me fit it in!

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Sun, 13 Oct 2002 20:43:00 GMT

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You and RJS87 should hook up. He makes some trippy maps too. Pretty trippy. Cool.

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 20:50:00 GMT

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im a n00b with this who can barely make a map, how do u maek tunnels?

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Mon, 14 Oct 2002 07:52:00 GMT

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tunnels r just cilinders that are edited to the curves you want

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Mon, 14 Oct 2002 14:53:00 GMT

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or you can do it the right way

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Mon, 14 Oct 2002 18:57:00 GMT

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quote:Originally posted by Laser2150:looks good so far in my eyes.Then your eyes need to be gouged out with a plastic spork, they decieve you greatly.

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Mon, 14 Oct 2002 20:05:00 GMT

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hey lefty! good call.

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Mon, 14 Oct 2002 22:25:00 GMT

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quote:Originally posted by L3f7H4nd3d: quote:Originally posted by Laser2150:looks good so far in my eyes.Then your eyes need to be gouged out with a plastic spork, they decieve you greatly. What's a "spork"?

Subject: CNC_Tunnels

Posted by [Anonymous](#) on Mon, 14 Oct 2002 22:40:00 GMT

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quote:Originally posted by jordypbear: quote:Originally posted by L3f7H4nd3d: quote:Originally posted by Laser2150:looks good so far in my eyes.Then your eyes need to be gouged out with a plastic spork, they decieve you greatly. What's a "spork"? You need to get out into the world.A spork is a spoon, but the spoon end has fork teeth in it.
