

---

Subject: How do i make tunnels?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 09:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hey guys i was reading CyborgDCs post and on the screenshots he's got open ended boxes how did he do that? is that how u make tunnels? and is www.dante.havocide.com down? cause wherever i try and get to it from nothing happens ????? lol too many questions. Thanks all

---

---

Subject: How do i make tunnels?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 11:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Use the boolean tool. Make the object that u want to make a hole\tunnel through (Object #1), then make another object that goes through the object that you want to boolean (Object #2). The object #2 will make a cutout of object #1. To do this: Press "Y" to bring up the toolbar. Select object #1. Then click the compounds tab and click the little box that has all the holes in it called "Boolean". Then click "Pick Operand B" and then click object #2. This will make the tunnel! If you have any other questions or if your confused, e-mail me at [Maytridy@rochester.rr.com](mailto:Maytridy@rochester.rr.com)  
Screenshots Below<http://www.geocities.com/maytridy/Boolea>  
[n\\_Tut.html?1040674949546http://www.geocities.com/maytridy/OWW.html](http://www.geocities.com/maytridy/OWW.html)This tool can be used for many other neat things! [ December 23, 2002, 12:23: Message edited by: maytridy ]

---

---

Subject: How do i make tunnels?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 14:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thanks dude i give that a go

---

---

Subject: How do i make tunnels?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 16:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

n\p

---

---

Subject: How do i make tunnels?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by maytridy:Use the boolean tool. Make the object that u want to make a hole\tunnel through (Object #1), then make another object that goes through the object that you want to boolean (Object #2). The object #2 will make a cutout of object #1. To do this: Press "Y" to bring up the toolbar. Select object #1. Then click the compounds tab and click the little box that

has all the holes in it called "Boolean". Then click "Pick Operand B" and then click object #2. This will make the tunnel! If you have any other questions or if your confused, e-mail me at [Maytridy@rochester.rr.com](mailto:Maytridy@rochester.rr.com) Screenshots  
Below <http://www.geocities.com/maytridy/Boolea>  
[n\\_Tut.html?1040674949546http://www.geocities.com/maytridy/OWW.html](http://www.geocities.com/maytridy/OWW.html) This tool can be used for many other neat things! I can't texture my objects after using the boolean tool. What am I supposed to do?

---

---

Subject: How do i make tunnels?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 21:27:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by SOSToasty:hey guys i was reading CyborgDCs post and on the screenshots he's got open ended boxes how did he do that? is that how u make tunnels? and is [www.dante.havocide.com](http://www.dante.havocide.com) down? cause wherever i try and get to it from nothing happens ???? lol too many questions. Thanks all My MSN is [jonnyne@msn.com](mailto:jonnyne@msn.com) and AIM is LMleet20. Get online and I will show you. [ December 23, 2002, 21:55: Message edited by: CyborgDC ]

---

---

Subject: How do i make tunnels?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 10:50:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

an alternative method is to flip the ploygons. Start by making a box. Extrude it a few times and model into the shape of the tunnel. Then select all the polygons involved and 'flip' them. The flip button near the bottom of the editable mesh rollout. The only problem is that its hard to see the shape of the tunnel as the polygons can only be seen from one side. To solve this right click on were it says the name of the viewport your in and go to configure. In the viewport rendering options check the box called 'force 2-sided' . This will not affect w3d properties just the way you view in renx.

---