
Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:55:00 GMT
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Ok it took me around an hour to cut a hole in a mesh for the underground of singleplayer buildings to work. Here is the hole <http://www.n00bstories.com/image.view.php?id=1882854340>. The way I made it is by writing down the X and Y coordinates of each vertex that touched the ground. Then I typed the coordinates into the vertex of the ground mesh so that they are in line with the ones on the building. I would like to know if there is an easier way to cut these holes for the interior of the buildings? I tried using boolean but that acts like a pastry cutter because the mesh is hollow. Anyone got an easier way of doing this? Thanks [January 15, 2003, 14:00: Message edited by: General Havoc]

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Wed, 15 Jan 2003 14:43:00 GMT
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I need to know to because I'm trying to make a new template to start off with

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Wed, 15 Jan 2003 14:56:00 GMT
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Build with lines and splines, cut out the hole with a box or circle out of the bigger shape (wall or something), convert it to a spline, and attach all together. Extrude, shape, and rotate the wall into place.

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Wed, 15 Jan 2003 17:02:00 GMT
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quote:Originally posted by bigwig992: Build with lines and splines, cut out the hole with a box or circle out of the bigger shape (wall or something), convert it to a spline, and attach all together. Extrude, shape, and rotate the wall into place. WTF?

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Wed, 15 Jan 2003 17:34:00 GMT
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Use the boolean method. It is under compound objects. It will save you more time than you knew ever existed. If you use it, line the base up with the ground and use the method. It will cut a hole or draw new lines where the shape of the base is. (Sorry that I can't explain it well)

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Wed, 15 Jan 2003 23:42:00 GMT
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The boolean tool didn't seem to do what i wanted correctly. As for the other methods, i didn't quite understand it but it has to be very accyrate cutting around the building so clipping doesn't occur.Thanks

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Thu, 16 Jan 2003 04:28:00 GMT
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1. make a box in the shape of the hole that goes all the way through the object you want the hole in
2. select the object you want the hole cut in
3. go to the Geometry panel under Create, and go to Compounds under the drop down box and click the 'pick operand b' button and than click on the box, it cuts that shape out of the object...

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Thu, 16 Jan 2003 08:53:00 GMT
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hmmm, only following your tutorial ACK. That piece of information about the meshes that have already been made would have been an awful lot of help in that tutorial of yours. Instead it took me an hour following your tutorial to make the hole. Anyway i know what to do now.

Subject: Got To Be An Easier Way To Cut Holes?
Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:03:00 GMT
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Um, why the hell are you going through all that trouble when almost every structure has a temporary ground mesh inside its parts folder? Look for anything named ground... Or unhide everything in the Max scene. You'll magically see a piece of ground that fits perfectly. Just merge the structure to the empty ground if it has a separate Max scene for the ground. If it is hidden in the exterior portion, just merge the ground and the structure with your map and weld the vertices to the map.
