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Subject: Renx Question

Posted by [Gen\\_Blacky](#) on Wed, 16 Jan 2008 04:47:49 GMT

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When you intersect a plane into a object how do you make the plane cut the object.

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Subject: Re: Renx Question

Posted by [Spice](#) on Wed, 16 Jan 2008 06:50:37 GMT

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On the right tool bar; click on the create tab. (The little mouse pointing at a star) You will then see a drop down box that says standard primitives, drop that down and select compound objects. The boolean tool is what you're looking for.

Good luck!

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Subject: Re: Renx Question

Posted by [Veyrdite](#) on Wed, 16 Jan 2008 07:36:00 GMT

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Boolean = Hours of fun

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Subject: Re: Renx Question

Posted by [Gen\\_Blacky](#) on Wed, 16 Jan 2008 07:52:59 GMT

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well i knew that much i just don't know how to use boolean

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Subject: Re: Renx Question

Posted by [fatalcry](#) on Wed, 16 Jan 2008 08:42:04 GMT

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theres a boolean tutorial on renhelp heres the link:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=28>

its quite long and its to do with tunnels so you dont really have to do all of it, but it should explain most of the steps and such of the boolean compound tool

GL

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Subject: Re: Renx Question  
Posted by [Dealman](#) on Wed, 16 Jan 2008 11:51:11 GMT  
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Long? I find it very short, I remember when I tried to learn Boolean, took me a while. But now it's really easy and it's fun too.

If you learn how to use it properly, it will help you out really much.

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Subject: Re: Renx Question  
Posted by [R315r4z0r](#) on Thu, 17 Jan 2008 15:34:41 GMT  
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Mesh A - Mesh B = Mesh A with a hole in it.

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Subject: Re: Renx Question  
Posted by [Gen\\_Black](#) on Thu, 17 Jan 2008 19:27:46 GMT  
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R315r4z0r wrote on Thu, 17 January 2008 09:34 Mesh A - Mesh B = Mesh A with a hole in it.

lol ty thats all i wanted to know

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