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Subject: Tunnels?

Posted by [weetbix](#) on Sun, 15 Jun 2003 10:00:19 GMT

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Hi guys

I'm making a map (may be released) but i was wondering if there are any tutorials on how to make tunnels (back entry points for beginning of game infantry rushes) as i just can't seem to make them.

And if not then oh well

Thanks in advance.

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Subject: Tunnels?

Posted by [JRPereira](#) on Sun, 15 Jun 2003 10:25:38 GMT

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I haven't written any tutorials specifically pertaining to creating tunnels, but there are a couple methods you might want to investigate. You should generally be familiar with mesh editing to do so.

One way to create tunnels and paths would be to cut out the face you want to use for tunnels (ie define the size and shape of the hole), and use negative extrude values on that face to bring the tunnel back the distance you need (and making adjustments both before and after those negative extrudes). After adjusting your tunnel, you'll need to cut a hole on the other side, and weld the vertexes so there are no leaks.

Another method would be to use positive extrude values on a box or a tube, or an object which best represents your tunnel, and moving the object and its components (vertexes and such) until they meet the general requirements for a completed version of your tunnel. Then select all of the faces on your tunnel and flip the surface normals, so that what would be the surfaces of the exterior of the tunnel instead becomes the surfaces of the interior of your tunnel. You'll need to delete at least 2 of the faces on the tunnel after following through (at the ends), and you'll also need to cut holes in the terrain on both ends of the tunnel, and weld the tunnel ends to those holes (so there are no leaks left in the terrain).

In addition to the aforementioned methods, I'm pretty sure there were some tunnel tutorials posted on this forum - you might want to search and see if you can find them.

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Subject: Tunnels?

Posted by [maytridy](#) on Sun, 15 Jun 2003 13:39:34 GMT

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Use the Boolean Compound.

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Subject: Tunnels?

Posted by [Captkurt](#) on Sun, 15 Jun 2003 14:11:43 GMT

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I started one, but then never got a response back from the community, so I just let it slip by the wayside, because I've got so much on my plate at the moment. but maybe I'll pull it back up and eventually get it up and out.

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Subject: Tunnels?

Posted by [boma57](#) on Sun, 15 Jun 2003 14:21:54 GMT

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What I consider to be the easiest way is to design your tunnels completely with boxes. Just take a box and move it's vertices and everything around until you have your tunnel. You can make bigger boxes for bigger rooms and other things as well, but make sure everythings attached right (i.e. if you have a small tunnel leading into a big room, make sure that you weld the vertices of them together and get rid of the extra polygons, the tunnels should end up being all one object). Also make sure that the entrances and exits of the tunnel overlap your terrain where you want the entrances and exits.

Then use Boolean to get an outline of your tunnel on the terrain. Delete the polygons on the front and back of the boxes that are your tunnels, then select Element. In the modify menu, it's the 3D looking cube next to Polygons, Vertices and everything else. Click on your tunnels, and the whole thing should turn red. Scroll down to the bottom of the modifier menu and click flip, all of your tunnels will invert themselves so they have an inside instead of an outside. Now, weld the entrances of the tunnels to the booleaned holes in the terrain, texture it and you're done.

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