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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 07:06:14 GMT  
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what object do i create to make a cave celing??

I used a box but it didnt satisfy my needs.....i need a smooth top to walk on the cave and a shallow bottom with edges poting out to look up at!!....kinda like the caves found in MINES and i recently seen a nice cave in conquest winter(somerhino how did you make the cave?).

Remember i want to be able to walk on top of the cave surface!

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 07:58:46 GMT  
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We're not here to hold your hand throughout this.

Keep your queries to one topic. Stop spamming the forum with it.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 09:38:17 GMT  
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your not here to hold my hand nor help me at all.....so please refrain from posting in my topics if your of NO help!!

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 10:05:50 GMT  
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Look cockbreath, this forum is to help you, not bottle feed you. Get that through your pointy little head.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 10:26:36 GMT  
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hey pussy lips....if noone wants to help me fine!!

If they do then all the better.

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Why dont you get it thru your thick head that this is a mod forum

i have questions regarding making a map...i beleive this is the appropriate place??

If a moderator had a problem then im sure they'd let me know.

So why dont u zip it...i try things on my own and i also look for another way to do it...im just looking for some tiny help...im sure you know how to make a cave so why dont u help me out??

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Cpo64](#) on Sun, 23 Mar 2003 10:42:13 GMT

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Could you draw a pic? Because I have know idea what you are talking about.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 11:03:28 GMT

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\_\_\_\_\_  
\' , \' / < floating island with a rigid bottom

\_\_\_\_\_ <ground level

only thing i can thing of is...to create a plane,shape it into a mountain then flip it upside down then put a flat plane on top of it to cover it ...im sure there is an easier way of doing it...i also tryed messing with a box but when moving vertices up and down to make the bottom rigid it would mess up the top

I just started using g-max,this is my 1st time using any 3d program

i appreciate the help i receive here....and ive come along ways allready

no reason to flame me for asking questions...im still a newb

prehaps ACK fears a newb might actually make a better map then he has

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 11:05:47 GMT

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Titan1x77hey pussy lips....if noone wants to help me fine!!

If they do then all the better.

Why dont you get it thru your thick head that this is a mod forum

i have questions regarding making a map...i beleive this is the appropriate place??

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So why dont u zip it....i try things on my own and i also look for another way to do it...im just looking for some tiny help...im sure you know how to make a cave so why dont u help me out??

Tiny help? Why don't you help us all by putting your questions into one large topic instead of continually spamming the forum with twenty questions a day? This forum isn't just about you. Boo hoo, asshole.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 11:17:35 GMT

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yo aircraftsucka check the times of my posts....i ask a question every once in awhile either b4 i go to bed or b4 i go to work or b4 i go out....and i check to see if someone might of helped in the mean time....i dont like to come back to see i get flamed for asking a question

Whatever flame all you want....i dont need to bother with queers like you anymore

Just keep in mind this forum isnt run by you!!

And thank god it isnt....cuz all we'd hear about is people sweatin your maps and you tellen people to f\*ck off if they voiced there opinon otherwise.

DO US ALL A FAVOR AND GO KILL SOME AIRCRAFT OVER IN IRAQ

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 11:49:41 GMT

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Remember, it's before, not b4.  
Remember, it's I, not i.  
Remember, it's meantime, not mean time.  
Remember, it's don't, not dont.  
Remember, it's a while, not awhile.  
Remember, it's God, not god.  
Remember, it's because, not cuz.  
Remember, it's sweating, not sweatin.  
Remember, it's telling, not tellen.

Remember, it's fuck, not f\*ck.  
Remember, it's their, not there.  
Remember, it's isn't, not isnt.

Don't bother with me at all, which is fine. You've entered my target list and I'll make sure you end up like AllGusto did, a pathetic loser... You've got the loser part down, lets work on the other part next.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Majiin Vegeta](#) on Sun, 23 Mar 2003 12:42:17 GMT  
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ACK why didnt you just help the man with his question

no you came in here and started the flaming... :rolleyes:

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Cpo64](#) on Sun, 23 Mar 2003 13:27:58 GMT  
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Titan1x77\_\_\_\_\_

\\_', '\_/ < floating island with a rigid bottom

\_\_\_\_\_ <ground level

So you want a hallowed out, flattened orange? Like with just the peel?

I would make a plane \_\_\_\_\_ with ^ this side up, shape it, then take another long enough to rap around it as a wall, then put a top on, welding the verticals together. And shape it all nice and the way you want it, then I would take a box or something and put it around it and shape it all

creative, if you think it will work, save your work before you start, do it, if it does not work, go back to your save and try it a different way.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Cebt](#) on Sun, 23 Mar 2003 14:45:09 GMT  
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Quote:We're not here to hold your hand throughout this.

Keep your queries to one topic. Stop spamming the forum with it.



I just used ' to fill in blank space.

Is that what it should look like?

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Sun, 23 Mar 2003 19:47:01 GMT  
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Im just interested in learning as many ways to make a cave...ive tried a couple of ways(plane,box) havent tried tube yet....thanks for the replys guys.....if anyone has another method...please post it

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Titan1x77](#) on Mon, 24 Mar 2003 08:46:52 GMT  
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Cpo64Titan1x77 \_\_\_\_\_  
\\', ' \_/ < floating island with a rigid bottom  
  
\_\_\_\_\_ <ground level

So you want a hallowed out, flattened orange? Like with just the peel?

I would make a plane \_\_\_\_\_ with ^ this side up, shape it, then take another long enough to rap around it as a wall, then put a top on, welding the verticals together. And shape it all nice and the way you want it, then I would take a box or something and put it around it and shape it all

creative, if you think it will work, save your work before you start, do it, if it does not work, go back to your save and try it a different way.

how do i weld vertices?.....just selecet the vertices from two different objects and press weld?

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [bigwig992](#) on Mon, 24 Mar 2003 12:28:22 GMT  
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Since I'm horrible in RenX, I just check the vertex XYZ postion, write it down on a peice of paper, give the other vertex those coordinates. Than after I get all the vertex's in the right places, I just attach it to the other objects. But that's only when i need precision modeling.

Eh, forget all I said, I'm horrible in RenX .

ACK, he's asking questions so he can become half way decent at modding. If your not going to

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answer his question, don't even reply, go cry to the moderators about it, if they DO care that he ask a lot of questions, than you should come back and start bitching and moaning.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Sir Phoenixx](#) on Mon, 24 Mar 2003 13:20:09 GMT  
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Titan1x77how do i weld vertices?.....just select the vertices from two different objects and press weld?

Combine the objects, select the vertices, and weld.

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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Cpo64](#) on Mon, 24 Mar 2003 21:42:51 GMT  
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Sir PhoenixxTitan1x77how do i weld vertices?.....just select the vertices from two different objects and press weld?

Combine the objects, select the vertices, and weld.

Just remember, that the first object you select will keep its properties, while the other objects properties will be lost (W3D export options, some other stuff) Select your vertices 2,3,4 or more, set the max weld distance, then hit weld. When I am doing a lot of attaching, I select all the vertices and set the weld to about 1 and hit weld, it gets rid of some holes that you might miss.

It is better to attach and weld before you start texturing, sometimes.

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