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Subject: Bridges

Posted by [CnCsoldier08](#) on Mon, 22 Dec 2003 01:12:40 GMT

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ok, how do i make a bridge. i tried bending a box or plane but when i go to attach it to the mesh it goes back to a rectangle.

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Subject: Bridges

Posted by [Madtone](#) on Mon, 22 Dec 2003 01:50:51 GMT

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Once you bent the box, convert>Editable mesh so then the modifier has been flattened into the mesh and then try and attach

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