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Subject: attaching objects to other objects perfectly

Posted by [Anonymous](#) on Wed, 22 Jan 2003 16:19:00 GMT

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quote:Originally posted by Sir Phoenixx:hmmm...so you got the ground made by someone else, doesn't have many vertices, and has a few faces missing, you want to make a tube or something to fit in there to make a hole without having to mess around joining with the limited number of verts... ?put the tube in the middle of the hole, click on the terrain, go to Compounds, than click on boolean, than go check union, than click the Union A+B button above (whatever the button says...), than click the tube, it will join them together and delete all verts/polygons that were inside the terrain (at least it should)you can also attach them by clicking on the terrain, right click->attach, click on the tube, and they're attached (without deleting anything)or just create polys in the hole in sub-face mode

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