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Subject: HELP! Tunnel Problem (Please Read)

Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:29:00 GMT

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Hmmm...Gmax messes up sometimes when I use the boolean subtract (also union sometimes...), try clicking on Smooth and than back to Editable Mesh, or Optimize, than back to editable mesh, or any other mode (try it on the cylinder that you subtract also to see if it works). If doing something like that doesn't prevent it from leaving pieces behind than just delete the offending polygons and add the verts in the right places and create the right polygons to fill in the new holes around it to form the tunnel...

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