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Subject: HELP! Tunnel Problem (Please Read)

Posted by [Anonymous](#) on Tue, 21 Jan 2003 05:16:00 GMT

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make another cylinder that goes all the way through the tunnel, and is just a less wider than the first cylinder...click on the terrain, go to Compound stuff under Create/Geometry, make sure it's set at "Subtract a-b" than click on "Pick Operand B", than click the second tube you made...it cuts the terrain out that would have been inside the second cylinder...

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