
Subject: tunnels...

Posted by [Anonymous](#) on Tue, 26 Nov 2002 02:54:00 GMT

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some1 told me to make four seperate boxes for the floor,walls and roof, then use weld? to join the meshes and then use extrude? to stretch it?I just made a floor with one box mesh, two walls and a roof and went from there. use the editablenet/face and then delete the faces off the mountain meshes until you get the right opening size, fill in the gaps with boxes that look like Door Headers. I actually built a square building that my tunnel ramped from under the ground into as a entrance.(see C&C_Pillars map)it takes longer, but is better for people that dont know how to use all the tools in RenX. or play with RenX until you figure all that other stuff out.by makeing 4 seperate meshes you can texture the Tunnel floor,walls and roof differently.
