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Subject: tunnels...

Posted by [Anonymous](#) on Mon, 25 Nov 2002 23:43:00 GMT

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Hmmm, there are alot of questions there. All i do to make tunnels is create a box, delete the end polys, uncheck "backface cull" in propeties, and then make it 2 sided in W3D options. I then align it with whatever i want it to connect to. As for the number of polys on a mountain side...thats up to you. You want to get the best look from the lowest number of polys. A good map should have only about 20,000 - 30,000 polys. But to get a better idea, look at Westwood's muliplayer maps in renx. I think you can download them from their ftp site.

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