
Subject: ARGGGG Tunnels take forever to make LOL
Posted by [Anonymous](#) on Fri, 01 Nov 2002 14:20:00 GMT
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I make a box, cut the ends out, convert to editable mesh, weld the vertices to the mountain hole (my terrain is always one mesh until I begin texturing,) flip faces, select the edges of the tunnel and extrude repeatedly until I get the shape I want. Tunnels shouldn't take you that long.
