

---

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 18:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by jordypbear:You don't have to convert the spline to an editable mesh. Select your object and go to the long modifiers list. Select "extrude" and not "face extrude". You know what, he's right. That is the easy way to do it. Of course you will have to flip your normals if you want the textures on the inside, but I don't know where you want them. Ignore my earlier statement, that is for more complex spline paths.

---