
Subject: Re: RENX

Posted by [Zion](#) on Wed, 12 Jul 2006 00:51:22 GMT

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IfWhat?!?!? Re-explanation please.

To "cut holes" in planes, use the boolean method. To use this method follow these steps:

1. Make a box the size of the hole you want to make and place it so it protrudes through the plane.
2. Select the mesh you want to boolean the hole out of.
3. In the "Create" tab, select the dropdown box that has "Standard Primitives" in and choose "Compound Objects" from the menu.
4. Click the "Boolean" button.
5. In The Rollout "Operands", click "Pick Operand B" and select the box you use to make the hole with.
6. The box will disappear and leave a hole in the mesh.
7. Select the option "Standard Primitives" from the dropdown menu you used before.
8. De-select the mesh.

Congrats, you just made your first hole with the boolean tool.
