Subject: Re: Making Tunnels in Renx Posted by Cpo64 on Wed, 15 Aug 2007 19:04:44 GMT View Forum Message <> Reply to Message

Optimizing can do funky things on terrain.

Another way it to make a box, extrude it different directions in the shape of the tunnels you want, then flip all the polygons.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums