
Subject: Re: Need Help On 2 Thing's To Do With RenX
Posted by [Dealman](#) on Thu, 20 Dec 2007 12:30:06 GMT
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It's very simple.

Just make a bridge of Boxes and such and then create an box 1x1x2 to display the size of the ingame player. So you can size the bridge to desired size. Then you fix the W3D Settings for it. Wich will be same for normal maps, then in LevelEdit you add the model as an Decoration Physical.

For tunnels you use Boolean, wich is easiest to use in 3DS Max there's an great tutorial on Renhelp so start looking there before you start whining "There's no tutorial on renhelp for this". Look a bit better and you'll find it.
