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Subject: Re: Gmax: Solid box

Posted by [RedOne](#) on Tue, 09 Dec 2008 00:28:29 GMT

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Thx all for your replies. I will try it.

The problem was something like Mgamer said. If I have a box like 2cm high. And I use boolean I did look between de bottomand the top of the box.

When I restarted the map (filesize problems) and I dont use texture then the problem is also gone. Is your answer also the answer for textured meshes.

I am sorry didnt any screenshots here. Next time I will

@Di3hard: I try it later. Maybe its easier and better the the way I use now :)Its bed time now

GrTz Rene

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