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Subject: Under ground vehicles and deformable terrain

Posted by [Infinint](#) on Thu, 14 Aug 2003 00:33:56 GMT

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devils tough and subtranian trazport for nod in TS

for under ground would it be posibal to make it creat polys where the vehical went and would creat a tunnel when it came out some where else, the only thing that would be wierd would be veiw but if there was some way to make the view change to wire frame like x-ray vishon when you went under ground

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