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Subject: Re: Need help with a map

Posted by [GEORGE ZIMMER](#) on Mon, 28 Dec 2009 23:47:29 GMT

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You could either boolean, or just drag some of the vertexes of whatever area it is you want to make the tunnel in, delete a couple of faces on one end and the other, and extrude and weld where necessary.

But that map looks like fucking shit, so, good luck with that

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