
Subject: Help with RenX (Gmax)
Posted by [Anonymous](#) on Wed, 27 Nov 2002 14:14:00 GMT
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How do u make tunnels? I've heard that u have to use the Boolean tool, but i have no clue how to. Please help! Thanks . E-mail me if u know how to use the Boolean @ Maytridy@rochester.rr.com

Subject: Help with RenX (Gmax)
Posted by [Anonymous](#) on Wed, 27 Nov 2002 14:20:00 GMT
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Its really easy. Just make sth. eg. a box what u want to cut off then select the hill or where y want to cut of sth. use the BooleanModifier and select as Opernad B your box, now it is cut off If u need some more help contact me: mail@laeubi.de

Subject: Help with RenX (Gmax)
Posted by [Anonymous](#) on Wed, 27 Nov 2002 18:28:00 GMT
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DO NOT use the boolean tool. It will create extraneous polys. There are multiple ways of creating tunnels. If you use the search function in the mod forum you may find the nicest way, because I've seen this topic posted many times.

Subject: Help with RenX (Gmax)
Posted by [Anonymous](#) on Wed, 27 Nov 2002 19:01:00 GMT
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quote:Originally posted by Ingrownlip:DO NOT use the boolean tool. It will create extraneous polys. There are multiple ways of creating tunnels. If you use the search function in the mod forum you may find the nicest way, because I've seen this topic posted many times.listen to him, he speaketh the truth.
