
Subject: Tunnels

Posted by [Sn1per74*](#) on Sat, 15 Jul 2006 00:29:14 GMT

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Alright, I recently created my first tunnel by following laeubi's tutorial. My tunnel goes diagonally underground, how can I make it go horizontal from the diagonal- is there an easier way than with the planes thing laeubi did?

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Sat, 15 Jul 2006 01:22:24 GMT

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Also, If I'm going to have vehicles on my map, do I need to check the vehicles box for the W3D thing?

Subject: Re: Tunnels

Posted by [JRPereira](#) on Sat, 15 Jul 2006 01:36:32 GMT

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<http://tiberios.justinpereira.com/renx-tutorials/extrudes/>

Just another way to do tunnels. That and the bend tutorial, and some basic mesh editing, and you can have some pretty decent tunnels.

<http://tiberios.justinpereira.com/renx-tutorials/accurate-bends/>

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Sat, 15 Jul 2006 01:46:36 GMT

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So you have to connect alot of pieces together to be able to bend them? I don't understand- I've tried to bend a road before, but when I change the angle nothing happens...

Subject: Re: Tunnels

Posted by [JRPereira](#) on Sat, 15 Jul 2006 02:18:25 GMT

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Generally the bend tool applies itself to the selected vertices, faces, whatever - so you generally need to have more than one section for bends, and the bend gets smoother with more sections (see the top of the extrudes page). You might have to fiddle around with the bend gizmo because sometimes it starts out aligned all wierd and you have to rotate and adjust it until it's bending properly and in the right direction.

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Sat, 15 Jul 2006 02:56:14 GMT

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So if I was making a square tunnel I would align several of them then attach them to eachother, then bend them?

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Sat, 15 Jul 2006 15:17:52 GMT

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anyone?

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Sun, 16 Jul 2006 00:27:23 GMT

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STILL NEED HELP HERE PLEASE

Subject: Re: Tunnels

Posted by [Zion](#) on Sun, 16 Jul 2006 12:58:28 GMT

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Try this: <http://renhelp.laeubi-soft.de/index.php?tut=49>

Subject: Re: Tunnels

Posted by [XSilent0X](#) on Sun, 16 Jul 2006 14:06:14 GMT

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try this video tutorial

Klück

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Sun, 16 Jul 2006 14:07:44 GMT

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On laeubi's I don't know how to set the planes 1 segment apart from eachother.

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Mon, 17 Jul 2006 13:41:34 GMT

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anybody?

Subject: Re: Tunnels

Posted by [Zion](#) on Mon, 17 Jul 2006 13:43:58 GMT

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He means the planes have 1 segment each (thats two polys or two triangles).

Use the grid in renx as a spacer for the planes or just place them were you want.

Subject: Re: Tunnels

Posted by [danpaul88](#) on Mon, 17 Jul 2006 13:44:04 GMT

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Easiest way is to place the tunnels near each other, with the floors level. Then attach them to each other, and move the verticies on the flat part to the same position as those on the sloped part. Then you can just weld it together.

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Tue, 18 Jul 2006 00:37:23 GMT

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eh?

Subject: Re: Tunnels

Posted by [Feetseek](#) on Tue, 18 Jul 2006 06:13:24 GMT

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I started making a map and gave up since the laubi tutorial made no sense to me... i need some tutorial that makes sense to beginners.

Subject: Re: Tunnels

Posted by [Sn1per74*](#) on Wed, 19 Jul 2006 02:59:45 GMT

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How does ACK do them?

Subject: Re: Tunnels

Posted by [Zion](#) on Wed, 19 Jul 2006 09:07:08 GMT

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Merovingian wrote on Sun, 16 July 2006 07:58Try this:

<http://renhelp.laeubi-soft.de/index.php?tut=49>

Subject: Re: Tunnels

Posted by [Feetseek](#) on Thu, 20 Jul 2006 06:14:35 GMT

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Like I said in my previous post(even if I did misspell it), that tutorial makes no sense to me. I've looked at it a lot of times but I need a tutorial that assumes the reader started yesterday.

Subject: Re: Tunnels

Posted by [Naamloos](#) on Thu, 20 Jul 2006 11:38:39 GMT

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I'll try explain it in an easy way... And also very different from most tutorials. But it should give you an idea of how things work.

I'll show you how to make a nice tunnel using only Extrude, and not Boolean.

So here it goes. First thing you do is make a plane (flat piece of land) like in the image below. Also I suggest you right-click on "Perspective" and check "Edged Faces", this will be very helpfull as you will be able see the terrain segments, something Extrude works with.

(For this test I just made a 100x100 plane with 15x15 segs.)

<http://www.n00bstories.com/image.fetch.php?id=1354982954>

Next thing you do is make your map like you would... I'm guessing you already know this part.

Then locate the part of your map where you want your tunnel. Then select Extrude as shown below.

<http://www.n00bstories.com/image.fetch.php?id=1060037447>

Now click on 1 of the segments where you want your tunnel (example also shows above), then once you selected it, "drag" it and you will see the Extrude making the first part of your tunnel.

<http://www.n00bstories.com/image.fetch.php?id=1092391932>

Next you probably wan't it to connect the tunnel to another piece of terrain. Remember, each time you use Extrude and "drag" you can create more segments in your tunnel, allowing you to shape it quite easy. Below an example.

<http://www.n00bstories.com/image.fetch.php?id=1216444548>

Simply select and drag to create a new part, then use Vertex (the blue dots) to turn things around and move things up or down, ect.

So, imagine you finished your tunnel. And you want to permanently connect it to the other piece of terrain... Here is what you do.

First make sure the other object is Attached to the tunnel... (note: you must model all this BEFORE you begin texturing)

To do that, simply select the terrain the tunnel is made from and select the Attach button in Editable Mesh, then click on the terrain you want your tunnel to connect to. After your done, click on Attach again to make sure you don't accidently click on other objects you don't want to use (such as renegade buildings for example).

Next, here is the tricky part. Select Vertex (the blue dots...), and select 1 of the 4 'dots' that make your tunnel's exit. Then look at the other side of your map, and select a 'dot' there which is closest to the 1 you had already selected, press Ctrl while clicking on the other 'dot' to have them both selected. (You might have to move them a bit to 'make things fit'.)

Then scroll down the menu untill you see an option named "Selected", then write something like 999 next to it, after you done that you press "Selected" and you see the 2 'dots' are now 1 dot.

<http://www.n00bstories.com/image.fetch.php?id=1038986489>

Do the same with the remaining 3 'dots' of your tunnel, it will then look like this:

<http://www.n00bstories.com/image.fetch.php?id=1288125575>

Now, as you can see, your tunnel is connected... BUT! It's still blocked off by 2 segments from each side, both the tunnel and the other terrain. What you want to do with those is simple. Remove them.

Select 'Polygon' again then click on 1 of the segments blocking the way, and press Delete on your keyboard... Do this with both segments and you finally got yourself a basic tunnel.

Result:

<http://www.n00bstories.com/image.fetch.php?id=1129867694>

Ofcourse as with all things, you will need to do this a few more times and get used to it. The tunnel in the images I posted obviously looks like crap, but with some experience and patience you can create some really nice looking interiors.

Just keep trying.

Subject: Re: Tunnels
Posted by [Zion](#) on Thu, 20 Jul 2006 11:45:02 GMT
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It's fairly simple, if you dont understand it try looking at the gmax help files, it takes you through boolean and once you complete that you'de be up for anything.

Heres the gmax help site. You want the "Gmax12_help.exe" and "Gmax12_tutorials.exe" they will walk you through the basics and advances steps of modelling.

Subject: Re: Tunnels
Posted by [Sn1per74*](#) on Thu, 20 Jul 2006 14:43:22 GMT
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THANK YOU

Subject: Re: Tunnels
Posted by [Zion](#) on Thu, 20 Jul 2006 17:56:18 GMT
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No Problem. We all get stuck sometimes, even me
