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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Mon, 20 Jan 2003 20:23:00 GMT  
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Ok, How can I get the Main Terrain Piece Out Of The Center Of The Tunnel?Here's how it looks now: Tunnel [ January 21, 2003, 17:23: Message edited by: Griever89 ]

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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Mon, 20 Jan 2003 22:08:00 GMT  
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I think you need to make a clone of the cylinder first. Then boolean so the terrain takes the shape of the first cylinder. After that it fits perfectly for the cloned cylinder. I hate explaining because I always suck at it.

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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 05:16:00 GMT  
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make another cylinder that goes all the way through the tunnel, and is just a less wider than the first cylinder...click on the terrain, go to Compound stuff under Create/Geometry, make sure it's set at "Subtract a-b" than click on "Pick Operand B", than click the second tube you made...it cuts the terrain out that would have been inside the second cylinder...

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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 09:06:00 GMT  
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k thanks, that worked, but now I have another problem with boolean. Here are the before and after pics. The Tunnel is Tilted. Before... After... How can I stop that little bit of Terrain from remaining in the tunnel?

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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:24:00 GMT  
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quote:Originally posted by Griever89:k thanks, that worked, but now I have another problem with boolean. Here are the before and after pics. The Tunnel is Tilted. Before... After... How can I stop that little bit of Terrain from remaining in the tunnel?Help???...

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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:29:00 GMT  
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Hmmm...Gmax messes up sometimes when I use the boolean subtract (also union sometimes...), try clicking on Smooth and than back to Editable Mesh, or Optomize, than back to editable mesh, or any other mode (try it on the cylinder that you subtract also to see if it works). If doing something like that doesn't prevent it from leaving pieces behind than just delete the offending polygons and add the verts in the right places and create the right polygons to fill in the new holes around it to form the tunnel...

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Subject: HELP! Tunnel Problem (Please Read)  
Posted by [Anonymous](#) on Thu, 23 Jan 2003 00:13:00 GMT  
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quote:Originally posted by Sir Phoenixx:Hmmm...Gmax messes up sometimes when I use the boolean subtract (also union sometimes...), try clicking on Smooth and than back to Editable Mesh, or Optomize, than back to editable mesh, or any other mode (try it on the cylinder that you subtract also to see if it works). If doing something like that doesn't prevent it from leaving pieces behind than just delete the offending polygons and add the verts in the right places and create the right polygons to fill in the new holes around it to form the tunnel...Your suggestion did'nt work, any other way I could do this?

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