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Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Mon, 03 Feb 2003 10:21:00 GMT

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I have looked and look but i cant find a tut for this can any one help?

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Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Mon, 03 Feb 2003 13:03:00 GMT

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ACK please keep that kind of reply's for yourself.. it has no use.....

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Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Mon, 03 Feb 2003 13:09:00 GMT

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quote:Originally posted by aircraftkiller2001:There's only one problem with that.It's a tutorial, not a tut. We're not in Egypt.Actually, there's two.It's a tunnel, not a tunnall. [ February 03, 2003, 13:10: Message edited by: Beanyhead ]

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Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:05:00 GMT

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lol does any one know where to find a tutorial?? im sorry for my so such english!??

quote:Originally posted by Dante:RenHelp...what?? is that a web site or a folder or some thing?

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Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:19:00 GMT

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lol hey danate sorry i was looking at some other posts and found a RenHelp file 1.9 is there a new one or is that it?

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Subject: Tunnal Tut any one?

Posted by [Anonymous](#) on Tue, 04 Feb 2003 00:08:00 GMT

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I want a tunnel tut too

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Subject: Tunnal Tut any one?  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 00:26:00 GMT  
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There's only one problem with that.It's a tutorial, not a tut. We're not in Egypt.

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Subject: Tunnal Tut any one?  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 00:34:00 GMT  
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Learn Boolean Compound tool. Probably would help you.

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Subject: Tunnal Tut any one?  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 00:35:00 GMT  
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RenHelp...

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Subject: Tunnal Tut any one?  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:21:00 GMT  
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lol any one? i know there has to be one out there

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Subject: Tunnal Tut any one?  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:39:00 GMT  
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This is a simple and fast way to make tunnels:Create a tube with 4 sides (you can have more if its a cave tunnel thing)add height sections depending on how many turns or angles this tunnel will have. Make it a editable mesh, delete all the sides except the inside. Then line it up to where you want the tunnel, and shape it. You can modify it further depending on what you want. [ February 04, 2003, 09:41: Message edited by: DeafWasp ]

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Subject: Tunnal Tut any one?  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:44:00 GMT  
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blabla blaaa i know that thanks though i am having trouble with flipping inside out so when im in the tunnel i can see the walls and such

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