

---

Subject: CLOSED well not closed but dont need no more help on this

Posted by [cpjok](#) on Thu, 03 Jan 2008 03:28:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok this is gonna sound wierd as i know what to use thats makes them

ok how do i gut 42 boxes out of 1 box that will make a tower

i use what you use for tunnels but it only cuts 1 box and if you try cut another it cuts that and puts over back

and i trye by connecting them all together that makes 1 box but when i do that it dosent cut the middleones to make it a empty tower

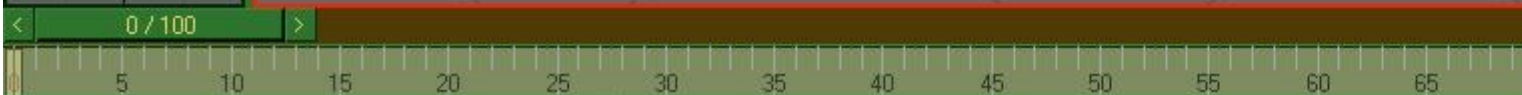
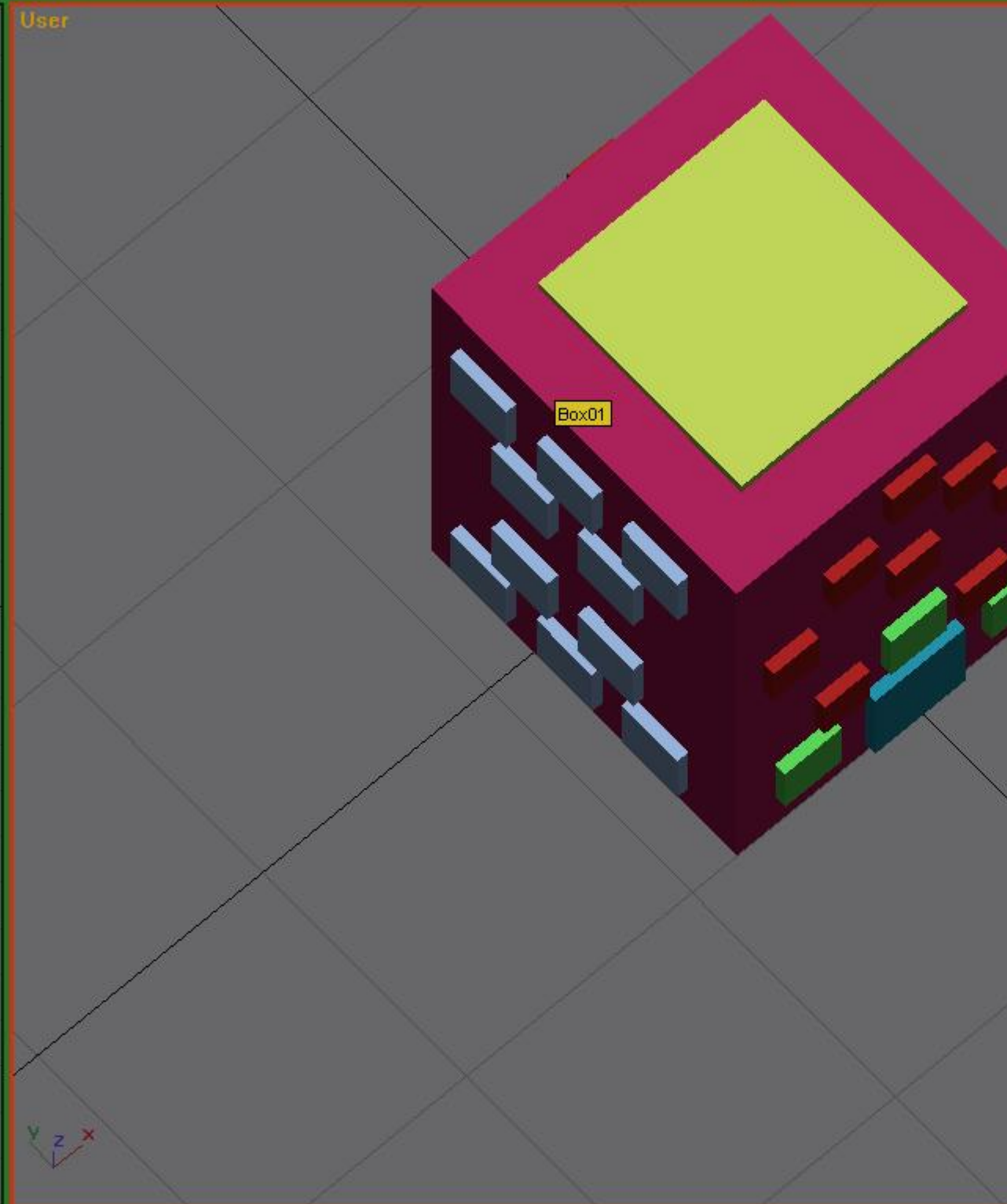
heres ss of what im trying to do

---

## File Attachments

1) [Tower.JPG](#), downloaded 686 times

---



Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower  
Posted by [cpjok](#) on Thu, 03 Jan 2008 03:42:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

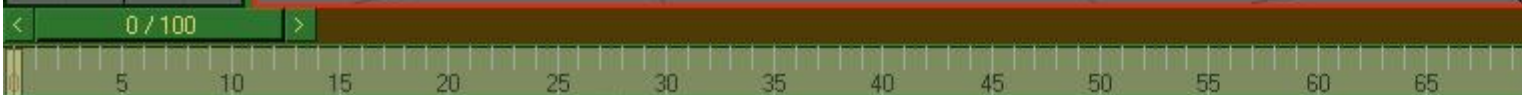
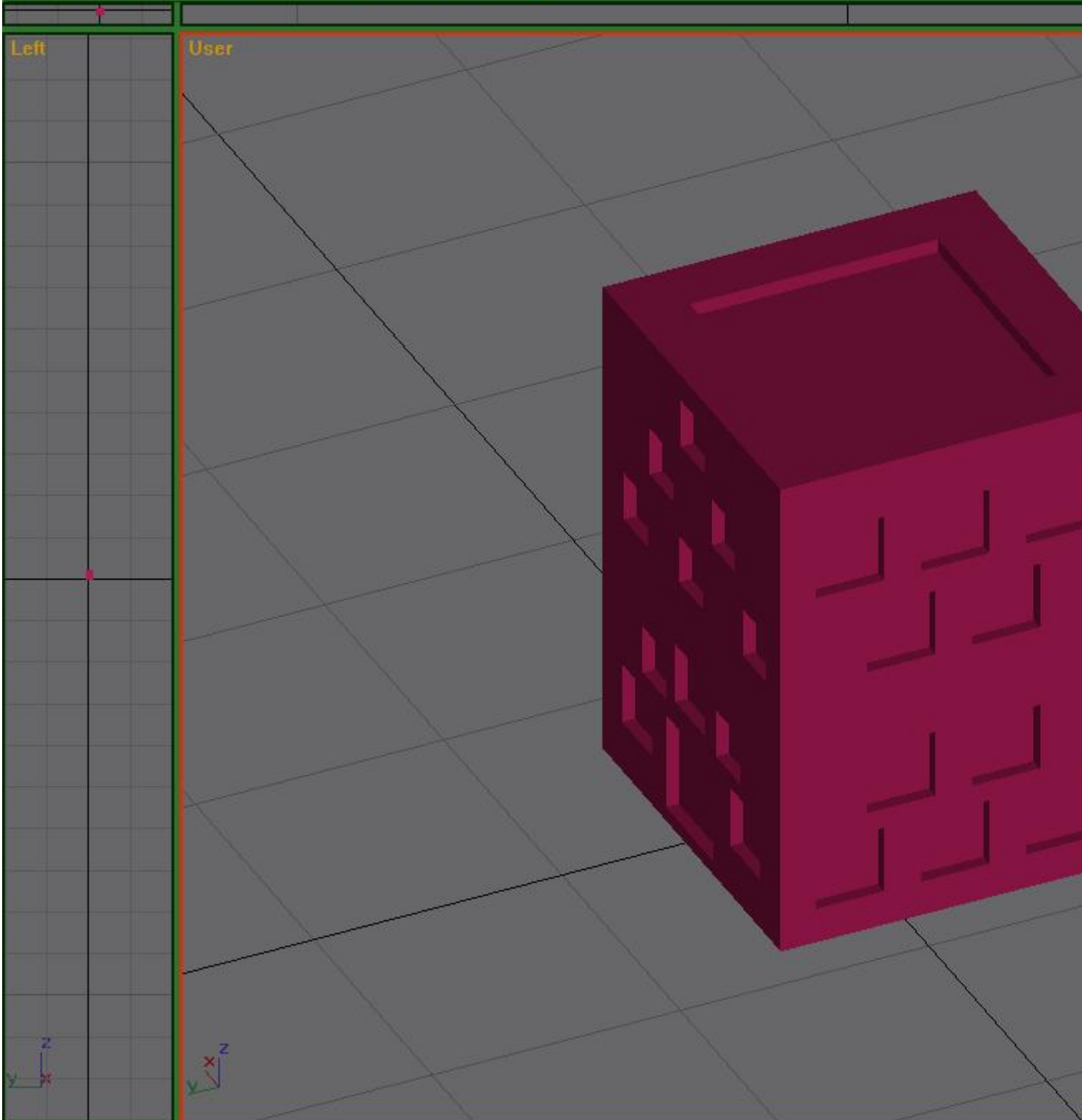
---

this is what it dose whenth it dosent cut out middle

### File Attachments

---

1) [Towerd.JPG](#), downloaded 590 times



Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower

Posted by [Jerad2142](#) on Thu, 03 Jan 2008 08:26:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Boolean the two big boxes first, then attach all the others together. Then Boolean the bunch of attached boxes from the main hollow box.

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower

Posted by [fatalcry](#) on Thu, 03 Jan 2008 08:27:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

dam it you beat me to it i went on create topic first lol

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower

Posted by [crazfulla](#) on Thu, 03 Jan 2008 17:12:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

\*SIGH\*

Try experimenting with new things instead of just posting a new topic everytime...

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower

Posted by [Dealman](#) on Thu, 03 Jan 2008 20:05:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Thu, 03 January 2008 09:26 Boolean the two big boxes first, then attach all the others together. Then Boolean the bunch of attached boxes from the main hollow box.

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower

Posted by [R315r4z0r](#) on Thu, 03 Jan 2008 20:35:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

First make sure the box is hollow, than attach all the small boxes into one mesh then use boolean.

(Convert one to editable mesh and then select the "attach" button. Then select all the other meshes to merge them into one mesh)

---

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower  
Posted by [cpjok](#) on Fri, 04 Jan 2008 04:29:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i tried to cut middle out then the others but it puts the middle back

and how do i make somet hollow

it dosent delete the middle

---

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower  
Posted by [R315r4z0r](#) on Fri, 04 Jan 2008 04:42:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That is because you are not confirming that you want the middle taken out.

Try this:

Do it again and take the middle out. Then click off of the mesh. Then click back on to the tower mesh again and open boolean again. It will probably already be opened when you click onto the mesh, don't worry, open it again. Then use the new boolean to take out the other smaller boxes.

---

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower  
Posted by [cpjok](#) on Sat, 05 Jan 2008 23:55:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i would but i had to format my pc and put xp pro on as it wasnt working anything and i didnt put it on disk

---

---

Subject: Re: How Do I Cut 42 Boxe's Out In Gmax To Make A Tower  
Posted by [cpjok](#) on Sun, 06 Jan 2008 01:19:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok i got it to cut all holes out and that and i added ladders and when i export it. it takes ages then when i try open it in 3WD Viewer it has internal ERROR

how do i get it to atually work

---