

---

Subject: Gmax: Solid box

Posted by [RedOne](#) on Fri, 05 Dec 2008 20:02:53 GMT

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

---

Hi

I have a problem with gmax.

I made a floor for a building. In this floor i had to make some holes. Did it met subtraction a-b. But it wil not close the sides of the hole. Now its just like i look between the bottom and the top of the mesh (not solid). Can anyone tell me how to solve this.

Thx

Rene

---

---

Subject: Re: Gmax: Solid box

Posted by [Gen\\_Blacky](#) on Fri, 05 Dec 2008 20:33:27 GMT

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

---

screen shot ? , don't understand what you mean

---

---

Subject: Re: Gmax: Solid box

Posted by [samous](#) on Sat, 06 Dec 2008 02:21:32 GMT

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

---

i think he means he made holes in the floor using "a-b" (what ever that means), but either:

- 1: the floor dissapeared, but you can walk on it
- 2: The floor is visable, but you go through it
- 3: all of the above

=samous

---

---

Subject: Re: Gmax: Solid box

Posted by [MGamer](#) on Sat, 06 Dec 2008 03:13:37 GMT

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

---

you dont know of what he is talking about.... he is talking about the bolean tool to delete some parts of the floor using other objects in gmax

---

Subject: Re: Gmax: Solid box

Posted by [samous](#) on Sat, 06 Dec 2008 03:38:55 GMT

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

---

oh... so is his question how to go through those holes? "Gmax: Solid box"

---

---

Subject: Re: Gmax: Solid box

Posted by [MGamer](#) on Sat, 06 Dec 2008 14:17:45 GMT

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

---

samous wrote on Fri, 05 December 2008 21:38oh... so is his question how to go through those holes? "Gmax: Solid box"

he is saying that he is trying to make holes like this:

but he gets something like

---

---

Subject: Re: Gmax: Solid box

Posted by [mrÃ£Ã§Ã·z](#) on Sat, 06 Dec 2008 14:34:38 GMT

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

---

Üt a grenade on your Model.

---

---

Subject: Re: Gmax: Solid box

Posted by [Di3HardNL](#) on Sat, 06 Dec 2008 14:47:02 GMT

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

---

If you have the problem that MGamer is talking about then i have the solution for you.

rightclick the mesh (after using boolean tool) and convert to 'editable poly' then play around with the polygons on where you want to have them (if you want more polygons then do boolean again to create more)

When you think your done choose 'element' selection. (the red box)

then in 'Edit Geometry' rollout click 'create' click on the polygons which you want to connect to each other to create a new surface.

Here a sample, I used booleans 2 times. (not detailed) thats the way i should do it.

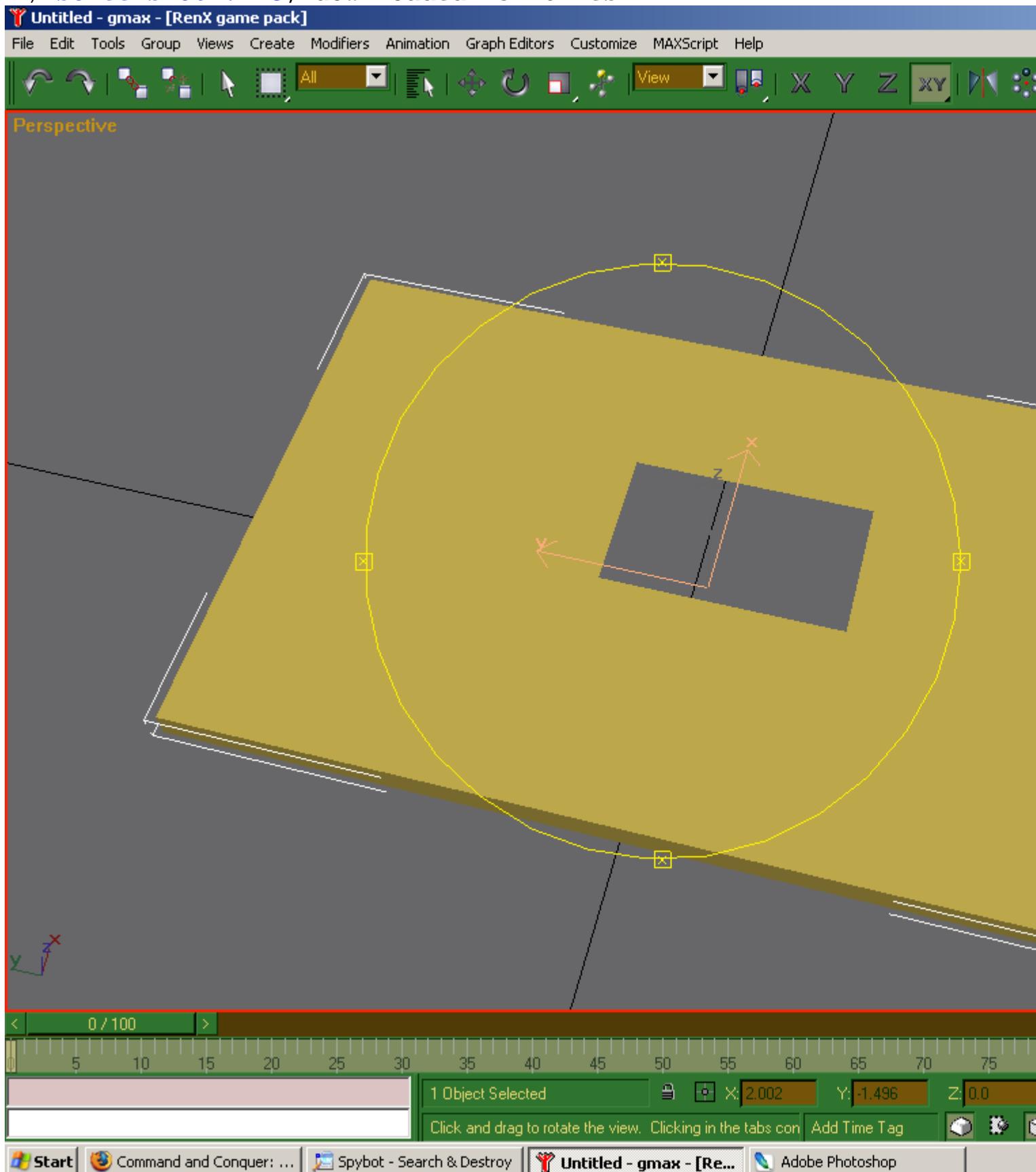
1 more tip. If you get black spots on your mesh, select your mesh and go to modifier tab and click on 'smooth' that should fix it

---

[File Attachments](#)

---

1) screenshot1.PNG, downloaded 234 times



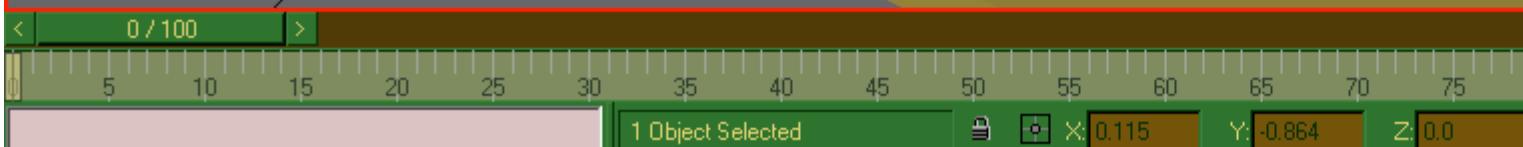
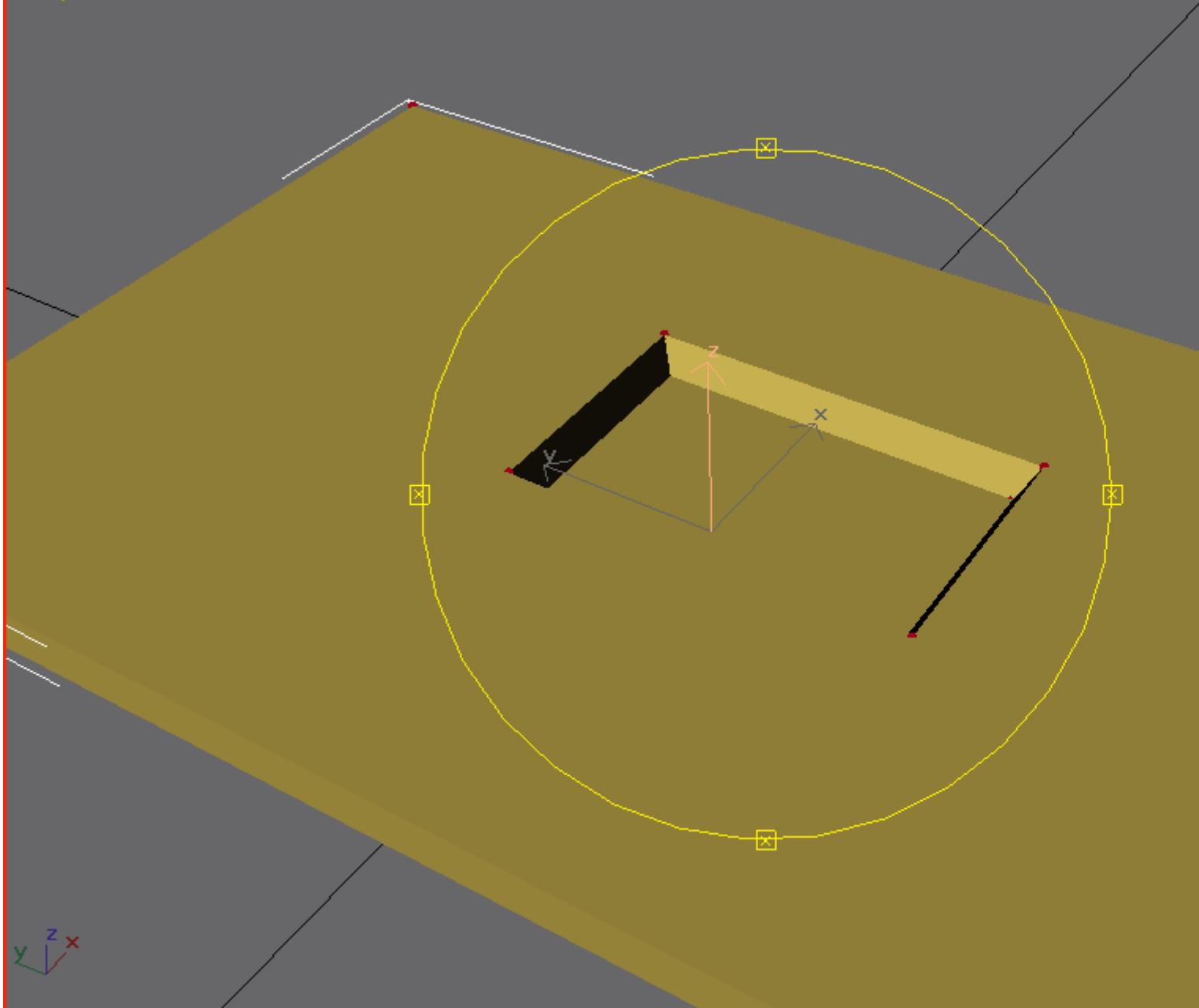
2) screenshot2.PNG, downloaded 234 times

# Untitled - gmax - [RenX game pack]

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



## Perspective



Command and Conquer: ...

Untitled - gmax - [Re...

Adobe Photoshop

Click and drag to rotate the view. Clicking in the tabs con Add Time Tag

untitled - Paint

Subject: Re: Gmax: Solid box

Posted by [RedOne](#) on Tue, 09 Dec 2008 00:28:29 GMT

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

---

Thx all for your replies. I will try it.

The problem was something like Mgamer said. If I have a box like 2cm high. And I use boolean I did look between de bottomand the top of the box.

When I restarted the map (filesize problems) and I dont use texture then the problem is also gone. Is your answer also the answer for textured meshes.

I am sorry didnt any screenshots here. Next time I will

@Di3hard: I try it later. Maybe its easier and better the the way I use now :)Its bed time now

GrTz Rene

---