

---

Subject: ok so about my map  
Posted by [Distrbd21](#) on Mon, 22 Jun 2009 05:27:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm not making it in LE no more i have it in renx i forgot how to cut out parts of the terrain..

like this pic i only want cut out the part that covers the hon.

---

---

Subject: Re: ok so about my map  
Posted by [Stefan](#) on Mon, 22 Jun 2009 17:56:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

[http://www.youtube.com/watch?v=Kd0tIVN4AtQ&feature=channel\\_page](http://www.youtube.com/watch?v=Kd0tIVN4AtQ&feature=channel_page)

---

---

Subject: Re: ok so about my map  
Posted by [ErroR](#) on Mon, 22 Jun 2009 18:28:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Stefan wrote on Mon, 22 June 2009  
20:56 [http://www.youtube.com/watch?v=Kd0tIVN4AtQ&feature=channel\\_page](http://www.youtube.com/watch?v=Kd0tIVN4AtQ&feature=channel_page)  
can't u just Boolean a hole in the terrain with the building?

---

---

Subject: Re: ok so about my map  
Posted by [mr£ÄŞÄ-z](#) on Mon, 22 Jun 2009 18:29:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Will give to much Polys.

---

---

Subject: Re: ok so about my map  
Posted by [Gen\\_Blacky](#) on Mon, 22 Jun 2009 19:25:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if you only do one cut it wont give it any more polys.

---

---

Subject: Re: ok so about my map  
Posted by [Distrbd21](#) on Mon, 22 Jun 2009 20:26:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

that video don't tell me how to cut out the hole for the hon and i tried booleaning it but it cut parts

---

of the hon off..

Its called C&C\_Grand.mix

Map Size:500x700

Buildings:Hand of Nod, Nod Airstrip,Nod Ref,Nod PP, Nod Ob, Nod Heli Pad, Nod Silo, Nod Sam sites, Nod Turrets, GDI Bar, GDI Weapons Factory, GDI Ref, GDI PP, GDI AGT, GDI Heli Pad, GDI Silo, GDI Guard Towers New, GDI Sam sites

What i would like to add but can't find:Nod and GDI Repair Bay, Nod and GDI Communication Center, Nod and GDI Construction Yard.

What my problem is: I don't know how to make tunnels, i've read the Tutorial on it, The E3 Hon from AircraftKiller, I Can't get the front ramps to show up as in cut the terrain so you can walk down into it.

Story Line:I don't know what to put here i was hoping people can help with this.

Description:Nod and GDI Heli Pads will have a poke buy like APB so you can't or don't have to get one from the Weapons Factory or the Air Strip, they will feature 2 crafts for both teams, GDI Orca and Orca Bomber, Nod Apache and Banshee.

So if anyone can help me i really want to get this map out of Renx and into Level Edit and into the game asap.

Also if anyone does the tunnels for me or the E3 hon or finds the buildings i need: Will receive Credit for it in the Read me.

---

Subject: Re: ok so about my map

Posted by [Distrbd21](#) on Tue, 23 Jun 2009 07:04:09 GMT

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

bump

---

Subject: Re: ok so about my map

Posted by [Gen\\_Blacky](#) on Tue, 23 Jun 2009 07:19:40 GMT

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

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=28>

---

Subject: Re: ok so about my map

Posted by [Distrbd21](#) on Tue, 23 Jun 2009 18:21:36 GMT

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

Gen\_Blacky wrote on Tue, 23 June 2009

02:19<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=28>

i said in my other post that i read that and did it like 20 times and i still fail to twist it around to make it fit my map the only thing I'm good at is making it.

this is where i get stuck

Quote:Select your Tunnelmesh and add another boolean Modifier, use (\*)Move , select the merged planes as Object B.

---

---

Subject: Re: ok so about my map

Posted by [Distrbd21](#) on Thu, 25 Jun 2009 03:06:14 GMT

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

---

bump

---