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Subject: easy RENX question

Posted by [Titan1x77](#) on Tue, 18 Mar 2003 15:13:07 GMT

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if i create a box and make a tunnel out of it how do i make the box thicker ...so it's not so thin?

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Subject: easy RENX question

Posted by [Deafwasp](#) on Tue, 18 Mar 2003 17:16:28 GMT

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you mean to make the tunnel wider? or make the tunnel walls thicker?

Look, this is how i make simple tunnels:

Use the tool to make a tube, make sure the number of sides is set to 4. Then put in the number hieght segments you want in it (for angles in the tunnel).

Then make the tube. select and delete the outside polygons as you wont see them if its a underground tunnel.

You should have no problems with tunnels if you use this method. And you know how to edit meshes.

Remember to new mappers: select your mesh, right click on it, and make editable mesh. Then select the button that looks like three little dots in the pallete to the right. The dots are verticies, ou select them and move them in the X,Y and Z dimensions. That is how you model meshes.

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Subject: easy RENX question

Posted by [Captkurt](#) on Wed, 19 Mar 2003 21:11:39 GMT

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To learn how to use the Boolean tool check out my tutourial you can get it at <http://www.nodnl.net/> it's called "Using the Boolean tool"

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