
Subject: Boolean Tool

Posted by [Gen_Blacky](#) on Sun, 17 Aug 2008 01:10:22 GMT

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

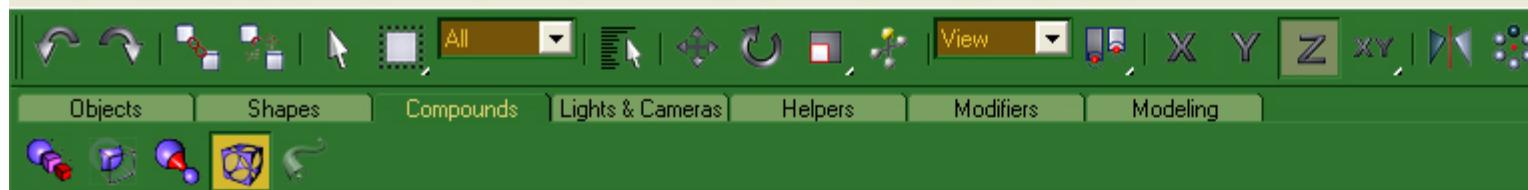
So I make a new box and take another box to make a cut into the box 1, I want to do the same with second picture but it cuts a hole and doesn't cut around the box , the second picture is an existing model how do I fix it so it will cut into the box like the first picture.

File Attachments

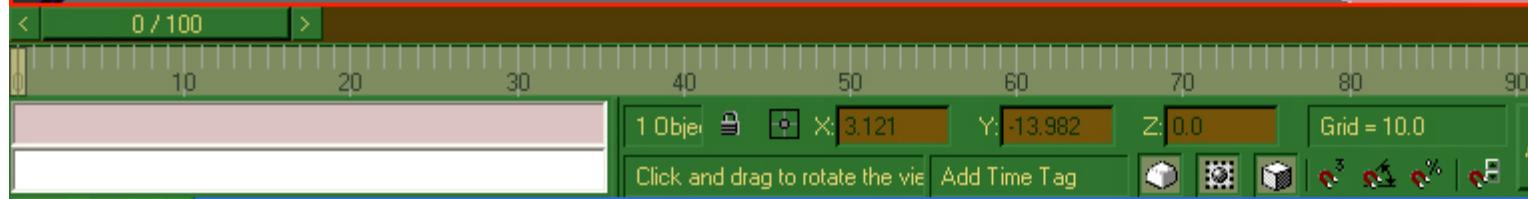
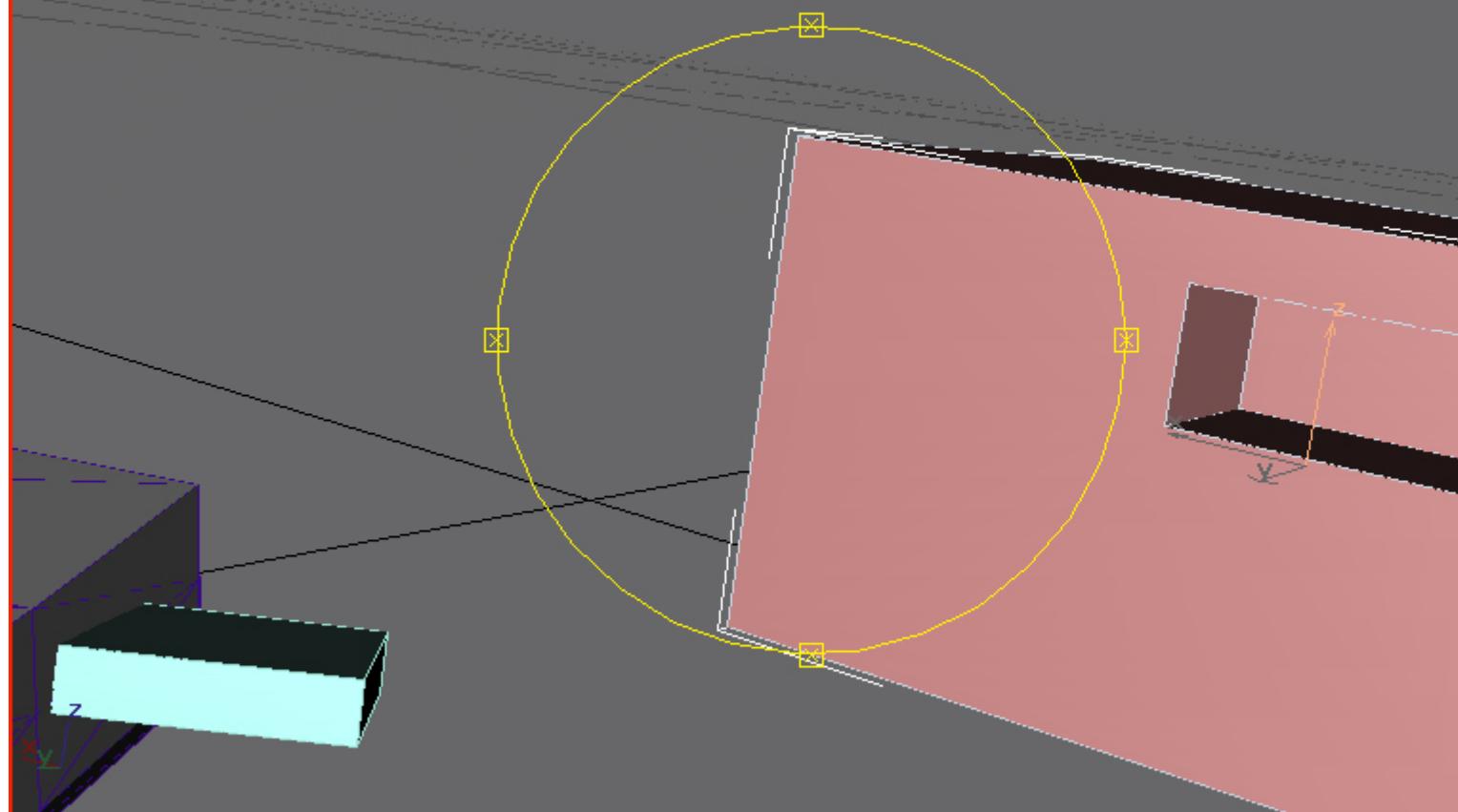
1) [x1.jpg](#), downloaded 577 times

mrl2.gmax - RenX - W3D Modeler Edition

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



Perspective



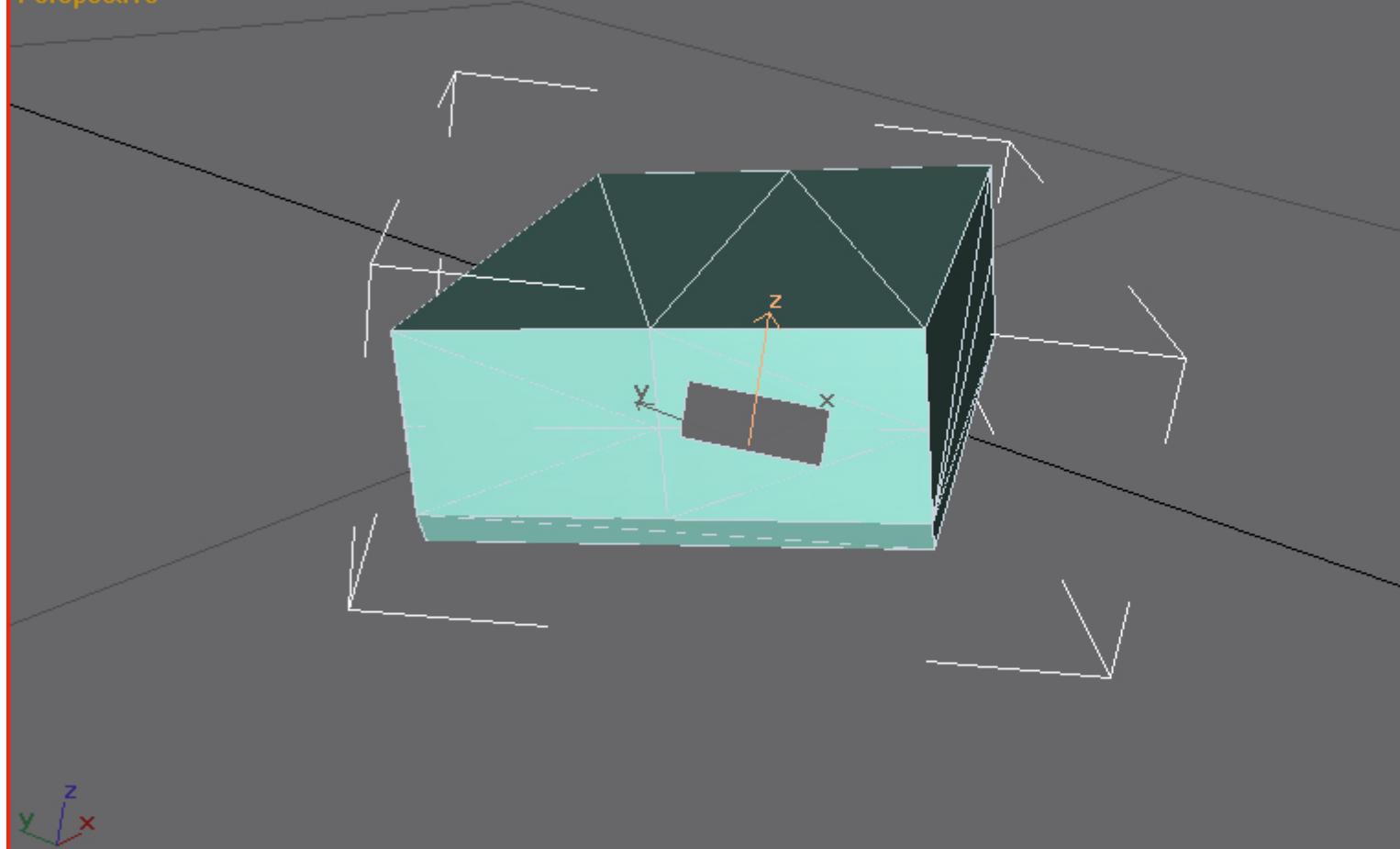
2) [x2.jpg](#), downloaded 584 times

mrl2.gmax - RenX - W3D Modeler Edition

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



Perspective



Subject: Re: Boolean Tool

Posted by [bisen11](#) on Sun, 17 Aug 2008 01:15:47 GMT

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

Did you do something to that second box that makes it unlike a new box?

Subject: Re: Boolean Tool

Posted by [Gen_Blacky](#) on Sun, 17 Aug 2008 01:20:47 GMT

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

its part of a vehicle imported .w3d

Subject: Re: Boolean Tool

Posted by [bisen11](#) on Sun, 17 Aug 2008 03:47:39 GMT

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

Then my guess is that something was already done to it so that you can't do that. If you still want there to be a cut into it I can think of an alternate way though. First create a box and delete the two sides of the box.

It'll look like this. Then boolean that box into the one that you want to push it back.

Should look like that, sorta like an extra poly but nothing actually moved. (hit F4 to see polygons better)

Then just extrude it.

Extruding can be a very useful tool too so you should experiment with it a bit. I only actually discovered that it can be really good for tunnels and insides of buildings a few months ago.

Subject: Re: Boolean Tool

Posted by [mrÃ£Ã§Ã·z](#) on Sun, 17 Aug 2008 07:09:51 GMT

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

Convert the Box to Editable Mesh and do the same again

Subject: Re: Boolean Tool

Posted by [GEORGE ZIMMER](#) on Sun, 17 Aug 2008 17:03:18 GMT

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

Yeah, extruding ftw. You generally have exactly what you want at the end. Granted, it takes a bit longer, but it still has a lot less screw ups than boolean.

Subject: Re: Boolean Tool

Posted by [Gen_Blacky](#) on Sun, 17 Aug 2008 18:52:19 GMT

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

ah thank you didn't really think about extrude tool , what i did is cut the hole then use the create tool to polygon shape i wanted and extruded it.

Subject: Re: Boolean Tool

Posted by [R315r4z0r](#) on Sun, 17 Aug 2008 19:28:10 GMT

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

Boolean only works the first time around.

Do it more than once and it craps out like you saw.
