Subject: Tunnels
Posted by bisen11 on Thu, 07 Jul 2005 06:10:54 GMT
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I attached a tunnel to my plane so that i could weld the vertexes. What i would like to know is how i now unattach them?

Subject: Re: Tunnels
Posted by Spice on Thu, 07 Jul 2005 07:46:58 GMT
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Use the polygon tool, select which polygons you want to "unattach" and hit the detach button.