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| **Walk through your Models????** |
| **What we are going to do:** |
| Heheh I know I know, can walk right through them! Well we will put that to a stop now! |
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| **Get Going!** |
| Okay, open MOHRadient, make a room, mine is 512x512x512, hallow it out, and apply any texture you want!  Now right click in any 2D view, I am doing it in the top view. Go down to "Static" then "Vehicle", "German" then pick "tank-tiger" like this:   |  |  | | --- | --- | | http://web.archive.org/web/20040315115605/http://users.1st.net/kimberly/Tutorial/walk%20throughs/pick1.jpg | http://web.archive.org/web/20040315121957/http://users.1st.net/kimberly/Tutorial/walk%20throughs/pick2.jpg |   Then there is your tank!  http://web.archive.org/web/20040315124633/http://users.1st.net/kimberly/Tutorial/walk%20throughs/tank.jpg  If you were to compile this map and run it you would walk right through that sucker! So now to fix it!  Now make a brush, the same size or just a smidge smaller than the tank! And apply this texture "Common" then "Clip/http://web.archive.org/web/20040107070052im_/http:/users.1st.net/kimberly/Tutorial/walk%20throughs/thumb/clip.jpg":  http://web.archive.org/web/20050124110617/http://users.1st.net/kimberly/tutorial/walk%20throughs/wbox.jpg  Okay, now compile, and run! No more walking through!!!!!!!!!!!! Woo hooooooo!  Great Job! |